A NEWSFIELD PUBLICATION

No. 51 JULY 1989

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ZZAP! C64 AMIGA



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TO ELECTRIC DREAMS

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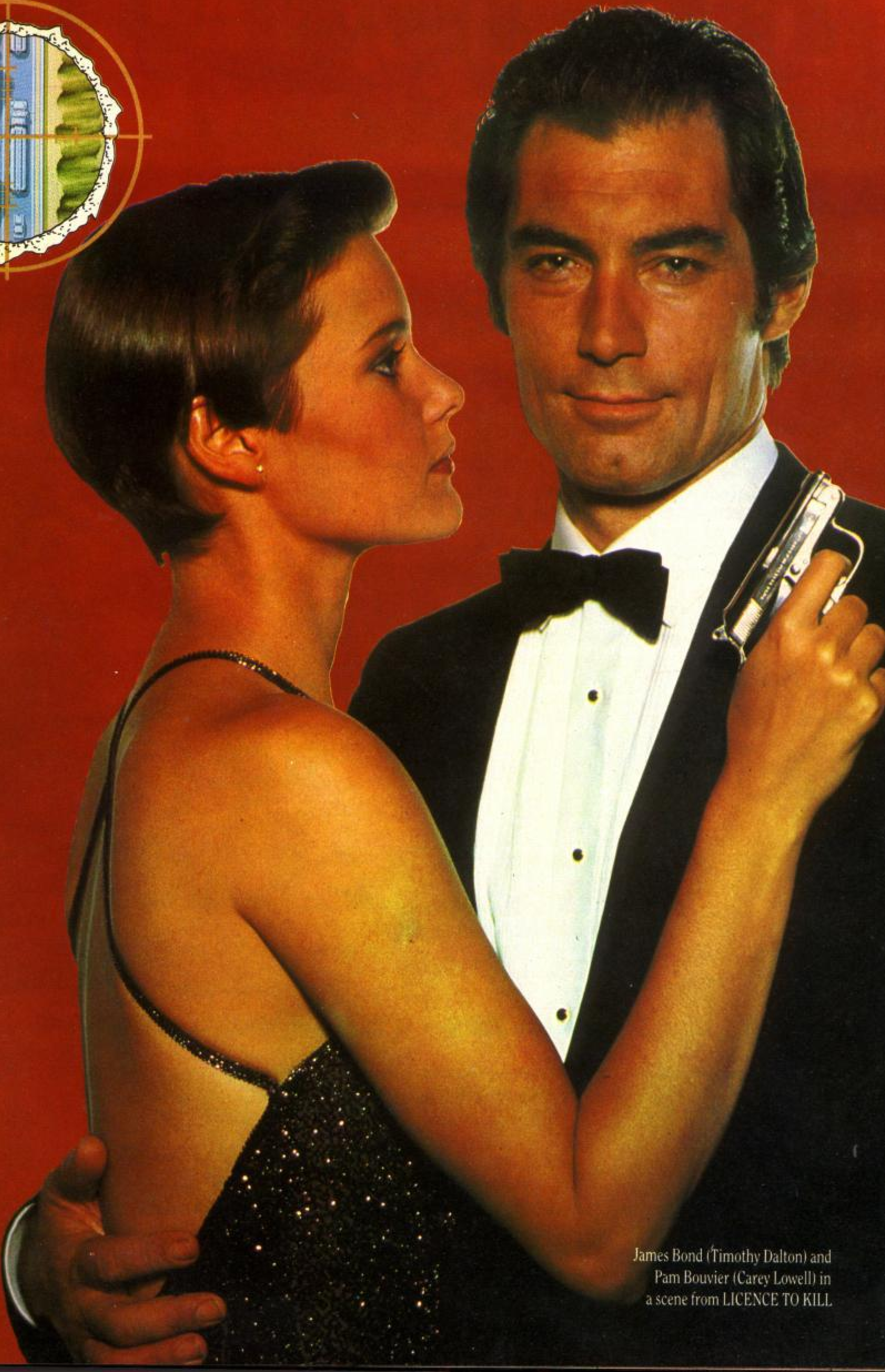
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United Artists

. . . This time he wants revenge.





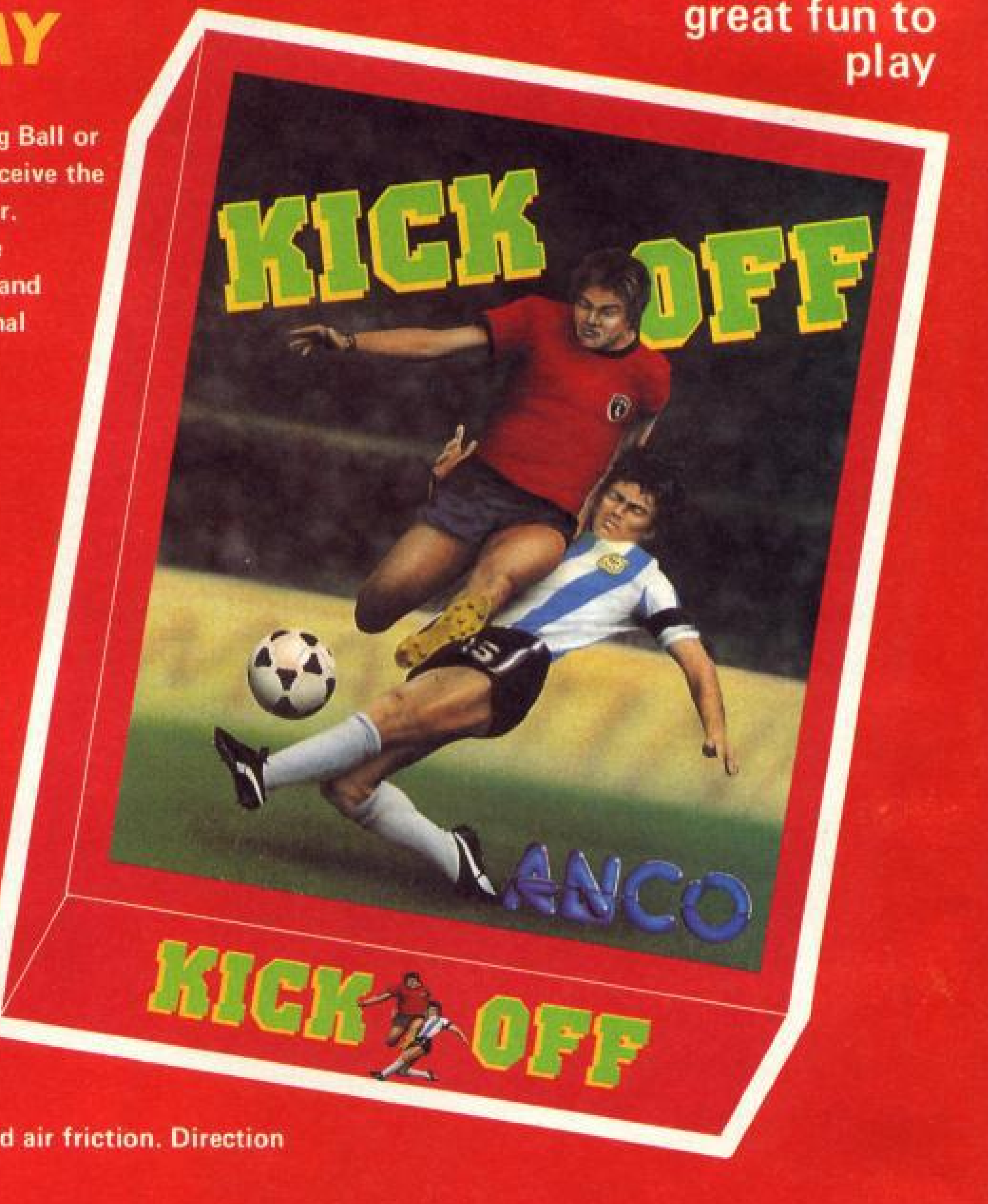
James Bond (Timothy Dalton) and
Pam Bouvier (Carey Lowell) in
a scene from LICENCE TO KILL

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* One or two players option. * 4 distinct tactics.

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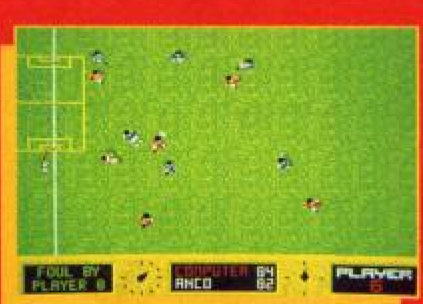
* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

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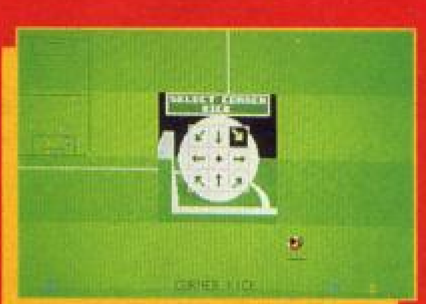
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MASTERING IT WILL TAKE TIME - A LOT OF TIME



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ZZAP! C64 AMIGA

ISSUE 51 JULY, 1989

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CANDID COMPETITIONS

GAMES REVIEWED


THE
ZAP! 64
SIZZLER
BLOCKB
U.S. GOLD
the UK's top gam
BIONIC COMMANDO™
CAPCOM ™
Telescopic limbs, ace weaponry and bionic power! Destroy the deadly foe — you are our only hope...
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the WORD

After the party

No sooner than a birthday bottle of champagne is broken over the free cassette on Issue 50 than it's all change at the Towers. Gordon Houghton, after almost a year as Editor, has left along with Kati Hamza and Maff Evans. While Maff plans superstardom – or preferably cult status – with his group Assimilate Four, Gordon and Kati are pursuing the slightly more prosaic career of freelance journalists back down South.

The new ZZAP! team includes Robin 'from the Valleys' Hogg (winner of last year's intermagazine challenge (ha!), military enthusiast, Kerrang! reader (Lorraine Lewis – phwoar!) and estate agent firebomber), Phil King, (sports fan, Alice Cooper devotee and skateboarding superstar) and me (Trekkie, REM fan and C128 owner – there has to be one). Together with Paul (how many pictures of me can I get in one issue?) Rand, Ken D Fish and new contributor, Prof Norman Nutz, we hope to keep increasing the quality of your monthly ZZAP!.

To this aim the reviews have been tinkered with (again), the intros lengthened to allow more detail on games as complex as *Millennium 2.2* and *Archipelagos*, and emphasised to make them stand out. So even if we go wild over a game in the comments, there should be enough information to decide if it's the type of game you'll like too. We're also trying to more clearly separate C64 and Amiga reviews and have brought back the irregular strategy section, with Robin Hogg drooling over some of the best games around. It's not the sort of column Randy likes, but he's just discovered an unexpected enthusiasm for Compunet, staying on-line to all hours at night. So unless the phone bills bankrupt us in the meantime, see you next month!

Stuart Wynne

ZZAP! IN US GOLD SIZZLING SHOCKER!

Newsfield and US Gold, being very nice companies the both of them, have joined forces to bring you what promises to be the ultimate in C64 compilation packs.

ZZAP! Sizzlers is the name, and (in a sickening show of self–congratulation on the part of those concerned) five awesome titles from the Birmingham–based software house will be making a guest appearance on store shelves across the country.

The titles, *Bionic Commando, Drop Zone, Solomon's Key, California Games* and *Impossible Mission II* all scored 90% or over with us (except naughty *Solomon's Key* which just missed out), and quite simply, it's going to be mega. Group Publisher for Newsfield, Geoff Grimes, commented, 'If you don't give this a great review, you're all fired'.

ZZAP! Sizzlers has been penned for a June release (which is now), at a ridiculously modest price of £12.99 on cassette and £14.99 on disk. Fortunately since we've already heaped loads of awards on the games concerned there's no need for any fibs when we say it's the great compilation, you can't miss it, etc.



WATCHING THE WATCHMEN

After the massive box office success of *RoboCop*, comic books have become required reading for movie makers. The extremely violent, witty and slightly subversive cyborg movie was the perfect celluloid incarnation of a comic strip hero, despite being an original story only inspired by the new breed of grittily realistic, more adult-orientated graphic novels. The latest movie in this vein will, of course, be *Batman* – the acclaimed script for which was floating around for ages until *RoboCop*'s success provided the budget. Also in the works are *Punisher* starring Dolph Lungren, *Daredevil*, *Spiderman* and yet more TV *Hulk* movies. Potentially the biggest production, however, is *Watchman* – the most impressive of all the graphic novels and due to be directed by Terry Gilliam. Software houses which haven't already signed up to do computer game versions, are already working on other cartoon heroes like the *X-Men* (Microprose), *Halo Jones* (Again Again) and even *Peanuts* (The Edge).

To keep an eye on the world of comics we've called on TGM's Warren Lapworth to review some of the latest releases, while the Ed sneaks in some of the latest SF novels to come through the Towers' letterbox.

BROUGHT TO LIGHT, Titan Books, £4.95

This proudly and pretentiously claims to be a 'Graphic Docudrama', a softback A4 comicbook that portrays fact with a touch of fiction. The first half of the book is *Flashpoint: The La Penca Bombing*. This deals with the attempted killing of Eden Pastora by the CIA. Pastora was a leader of the CIA-backed contras who irritated the American by his independence. Pastora survived the bombing, but eight American journalists were killed. Two of the survivors investigated and this is their story, open-ended because of their failure to bring the real killer to justice.

The comic style is very clear and precise, concentrating too heavily on facts at the beginning, but with ground rules laid, the text flows smoothly and effectively. Thomas Yeates' art is similarly clean but layouts are unadventurous and stipple-shading techniques are too artificial.

Alan Moore's half of the book is even more ambitious, attempting to tell the whole story of the 'shadow government' involved in the Iran Contra affair. The massive subject matter proves to be rather overwhelming, with lots of facts being retold with little embellishment or wit. This is a pity because the narrator, a drunken American Eagle boasting of its achievements in a bar, is a good idea. In addition Bill Sankiewicz excels himself with the quality of his often surreal, and very attractive artwork.

Enjoy *Flashpoint*, savour the artwork of *Shadowplay* (save the text content for a rainy day), and experience a nasty dose of reality.

SILVER SURFER ANNUAL 2, Marvel Comics, 50p (newsstand price – advanced imports £1+)

So begins this year's set of Marvel annuals, with each 64 page special following the theme of Atlantis Attacks – the predictably melodramatic and battle-

GOVT. PRESSING THE WAY FOR READING TAX?

Micronet, the electronic news and information magazine, is to be taxed, heightening fears that the general publishing media (including ZZAP!) will soon be accountable to the VAT–man, forcing price rises.

A 3000–plus petition, collected electronically via Micronet, has been presented to Chancellor Nigel Lawson. Micronet Product Manager David Rosenbaum explained: 'We're taking a stand because we don't believe there should be a tax on information and we don't believe there should be different rules for electronic media.'

Despite the addition of VAT charges, the annual charge for Micronet usage remains at £79.95, a price which includes a free GEC Datachat Modem.



strewn result of the timeless Serpent Crown.

The Silver Surfer is the unfortunate soul who unwillingly unleashes an almighty force: Ghaur, a deviant immortal soul separated from his vast behemoth body by the 'good guy' Eternals. Ghaur's plan is to meet Llyra, a power-hungry Lemurian, and then find the Serpent Crown he has sensed . . . and tomorrow, the world?

Part one of the serialised history of the Serpent Crown, which begins at the creation of the Earth, is included in the annual.

As is the case with most Marvel titles, various fantasy clichés have been used, although some effort has been made to give them an intelligent twist. Ron Lim's artwork work is as colourful, dramatic and largely unrealistic as you'd expect from Marvel.

An enjoyable read(/view), though clearly not a thought-provoking one. Bodes well for the rest of the year's Marvel annuals.

PSI-FI

Lucius Shepard is one of SF's hottest writers and his latest novel, *Life During Wartime* (£4.99, Palladin) shows why. The story takes place in the very near future with the US at war in Central America. David Mingolla is an average soldier, until he becomes involved with a mysterious young woman allied with the enemy, then recruited by the elite Psicorp. As the novel progresses Mingolla encounters a crashed helicopter which claims to be God, ghost-like AWOL soldiers who worship sunlight and pilots who say they can see into the future. Shepard not only shows us the madness of war, but makes us experience it in a densely written, hallucinogenic novel which is an essential purchase.

Shepard also appears, with two stories, in *Demons & Dreams: The Best Fantasy and Horror* edited by Ellen Datlow and Terri Windling (£6.95, Legend). Besides Shepard's contributions there's a very weird fantasy from Alan Moore, a provocative story by Ursula Le Guin where a young girl lives with animals which she sees as human, and a novel reworking of a Hungarian fairy tale by the talented Steven Brust. Well worth a look.

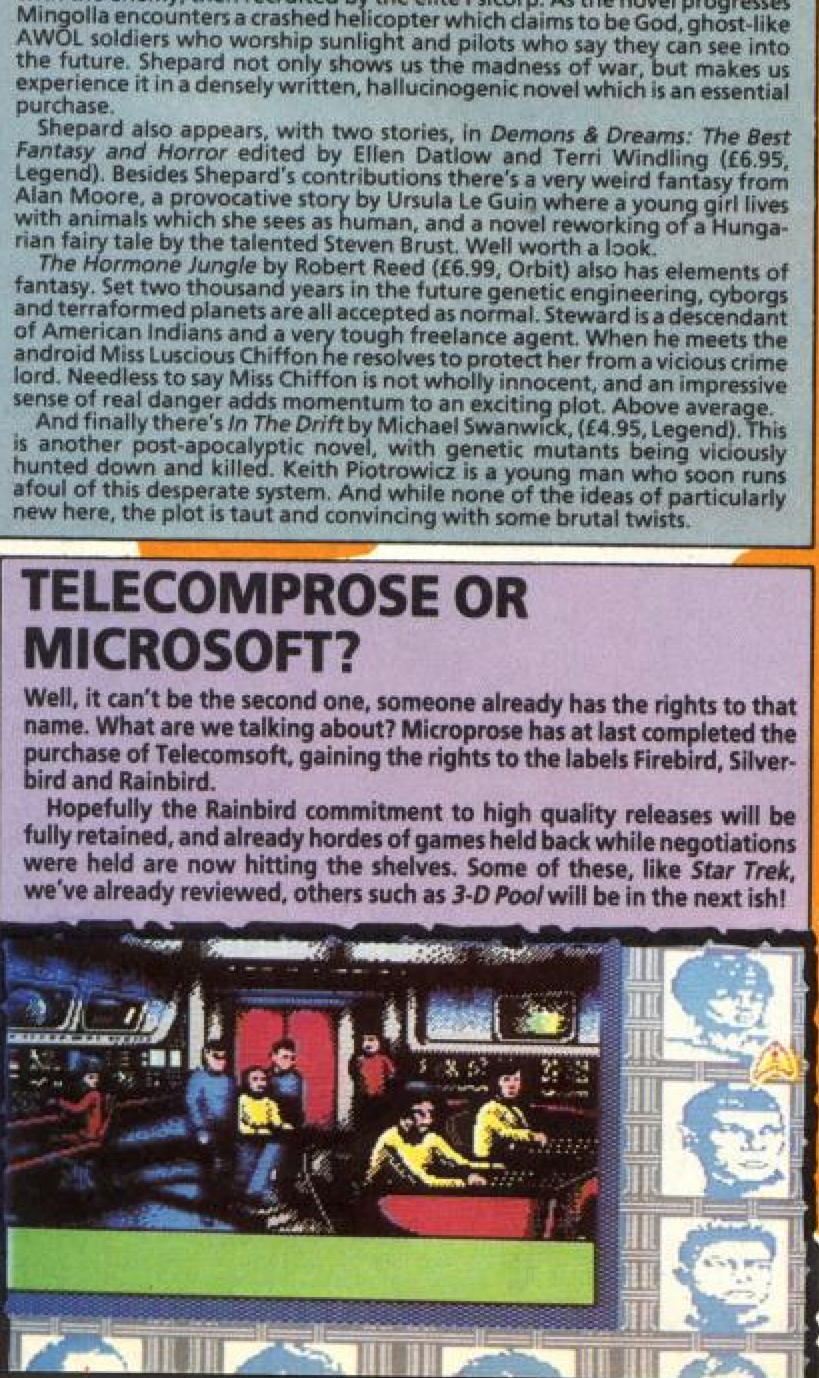
The Hormone Jungle by Robert Reed (£6.99, Orbit) also has elements of fantasy. Set two thousand years in the future genetic engineering, cyborgs and terraformed planets are all accepted as normal. Steward is a descendant of American Indians and a very tough freelance agent. When he meets the android Miss Luscious Chiffon he resolves to protect her from a vicious crime lord. Needless to say Miss Chiffon is not wholly innocent, and an impressive sense of real danger adds momentum to an exciting plot. Above average.

And finally there's *In The Drift* by Michael Swanwick, (£4.95, Legend). This is another post-apocalyptic novel, with genetic mutants being viciously hunted down and killed. Keith Piotrowicz is a young man who soon runs afoul of this desperate system. And while none of the ideas of particularly new here, the plot is taut and convincing with some brutal twists.

TELECOMPROSE OR MICROSOFT?

Well, it can't be the second one, someone already has the rights to that name. What are we talking about? Microprose has at last completed the purchase of Telecomsoft, gaining the rights to the labels Firebird, Silverbird and Rainbird.

Hopefully the Rainbird commitment to high quality releases will be fully retained, and already hordes of games held back while negotiations were held are now hitting the shelves. Some of these, like *Star Trek*, we've already reviewed, others such as *3-D Pool* will be in the next ish!



ATLANTIS ENCOUNTER

***Encounter*, the game that started the ball rolling for Novagen, has been re-released on the Atlantis budget label.**

Mike Cole, big cheese at Atlantis, said of the game – one of the first 3D fast-action shoot-'em-ups, 'The opportunity to re-issue a game of the quality of *Encounter* was just too good to turn down.' Cole added that his firm is still committed to releasing mainly new and original games.

***Encounter* should be on the shelves as you read this, at a price of £2.99 on C64.**

OCEAN'S HIT BUDGET GAMES

For at least a year now rumours have been circulating about Ocean finally entering the budget market. With one of the biggest collections of old games in the business the 'Best Software House of 1988' has long been eyed with apprehension by budget competitors, and expectation by gamesplayers. Up until now Ocean have been content with releasing their old material on extremely successful compilations, but after months of preparation the £2.99 Hit Squad range has finally been launched. The first six should already be on the shelves as you read this, they are *Daley Thompson's Decathlon, Enduro Racer, Green Beret, Miami Vice, Rambo* and *Yie Ar Kung-Fu*. The odd one out, of course, is *Enduro Racer* which was originally an Activision title. It emphasises the point that Ocean have also begun signing up other companies' back catalogue games. This may, in part, be because Ocean intend only to rerelease about a third of their own games. Titles which don't stand up today will not, apparently, be put on sale. In addition buyers of current, full-price Ocean games need not worry about them appearing on budget a month or so later. Current plans are for a two year or more gap between full-price software going budget. Even so there's going to be a lot of games to collect, so many in fact that they'll be colour-coded according to what type of game they are: sport, arcade or film/TV licence.

The Chartz

64 top 20

1. Armalyte
2. Microprose Soccer
3. RoboCop
4. Last Ninja 2
5. Silkworm
6. Heavy Metal Paradroid
7. Operation Wolf
8. Rocket Ranger
9. LED Storm
10. Renegade III
11. Barbarian 2
12. Hawkeye
13. Nebulus
14. Bubble Bobble
15. Last Duel
16. Run the Gauntlet
17. R-Type
18. Salamander 19. Project Stealth Fighter
20. Bombuzal

Amiga top 10

1. Speedball
2. Cybernoid 2
3. Silkworm
4. TV Sports Football
5. Elite
6. Pacmania
7. Barbarian II
8. Buggy Boy
9. Operation Wolf
10. LED Storm

Coin-Op top 5

1. Operation Thunderbolt
2. Operation Wolf
3. Chase HQ 4. RoboCop
5. Double Dragon 2

Robin Hogg's

favourite (and very, very boring) military gadgis (Yawn. . . . .., wake me up when it's all over)

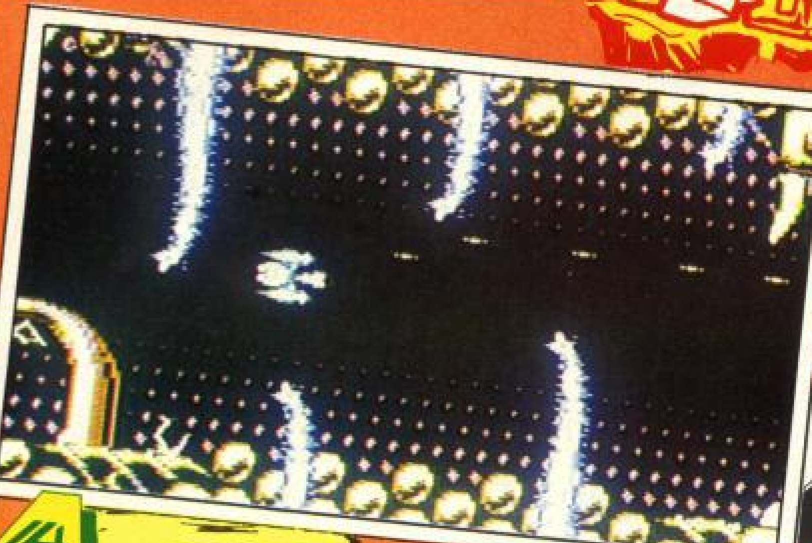
1. F-117A Stealth Fighter
2. S.D.I.
3. B-2 Stealth Bomber 4. F-16 Fighting Falcon
5. B-1B
6. M-1 Abrams Main Battle Tank
7. A military ED-209
8. Uzi Sub-Machine Gun (Preferably with Lorraine Lewis playing with it).
9. Trident 2
10. The Terminator (who needs armies with him around?)

from: *Air Vice Marshal Robin 'Fly Me' Hogg*

WIN £40 OF SOFTWARE!

'Look at the size of that thing,' cried some idiot X-Wing pilot nanoseconds before being blasted into eternity. He didn't send in his vote for the ZZAP! Charts, the charts created by YOU so to avoid extermination send a list of your Top Five 64 and Amiga games, your fave coin-op and an Alternative Top 10 on the back of a postcard or sealed envelope to: **ZZAP! Charts, PO Box 10, LUDLOW, Shropshire, SY8 1DB** – send those charts in or else it's a one way trip down Beggar's Canyon for you.


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KONAMI
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RAMBO
FIRST BLOOD PART II
"Now you can really mix it up... a great game if you've got the guts for it!" "This really is impressive... I'm addicted to it".
MIAMI VICE
"This is a mega-game!... capturing all the atmosphere, tension and excitement of the T.V. hit series..." "Another winner" YOUR COMPUTER
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ENDURO RACER
ACTIVISION
"It's brilliant!... it's fast! it's addictive and it's a CRASH SMASH" "All the thrills and spills of the arcade original... a game road-race fans cannot be without" CRASH
GREEN BERET
KONAMI
"Brilliant playability... fast, furious and terribly addictive!... One of the best bomb and blast 'em games around" ZZAP
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Tony Crowther returns to grass roots with what must rank as one of the oddest games this side of Jeff Minter. I wouldn't call the graphics horrific or disturbing, maybe even the Amiga isn't capable of that, but at least Tony and David haven't skimped on quality and variety in the aliens. The multiple-level parallax scrolling really does work well and each new, multiloaded level is a real adventure. It all really opens up with the dual player mode and makes for one stunning but very weird shoot-'em-up.

If, somehow, **Phobia** lacks your greatest fear then be warned the superb gameplay is likely to give you the shivers. On the later levels, survival seems virtually impossible. But high playability, and great graphics are likely to keep you playing. Probably the most impressive planet I've seen so far is Death, which is packed with gruesome touches such as skeletons popping out of coffins, guillotines crashing down and decapitated heads turning to skulls as they chase you. Not even the dead could fail to love this one!

Imageworks, C64 £8.99, £12.99

●A nightmare come true

Scared of snakes? Scared of spiders? Scared of being scared? Well, tough cheese, wimpy pacifist you're about to meet all your deep rooted fears in the biggest mega-battle yet. It seems the Galactic Emperor has gone and got himself captured by some 'utterly evil' dude by the moniker of Phobos.

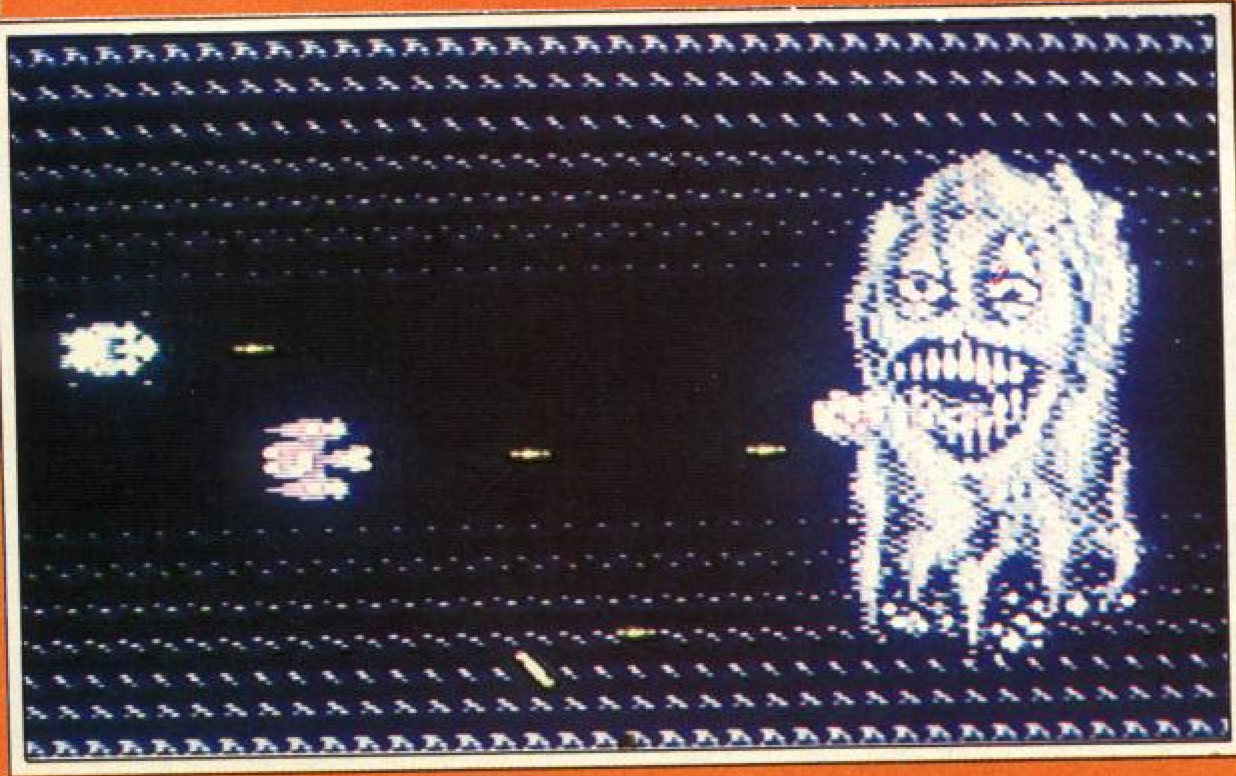
The old Emperor has been locked away in a sun and is slowly beginning to cook on Gas Mark 4, to reach him you have to collect together all nine pieces of a heat shield to wrap around your fancy ship.

Where are they you cry? Well, we've located the solar system where Phobos hangs out and somewhere on nine of the fifteen planets are the pieces you want. Good old trial and error is the best way to find them but try not to pick wrong – the planets are fiercely defended. Apparently Phobos has built some clever device which latched onto your brain and infested each planet with a different type of phobia. Your very own nightmare's come to life for you and a friend as well – if you can find someone mad, er, brave enough to join you.

The one bit of good news is that the alien minions of Phobos are as dumb as usual, carrying extra weapons around with them which you can pick up when they die. Just pick up more powerful engines, lasers, bombs and more and you'll soon be headed Phobos way. If you're going on your own we will, out of generosity, give you a drone ship. I'm not too sure you'll be pleased to hear that the drone is linked power-wise to your ship. Basically if it gets hit, you die – tough, but that's life.

Hope you like tight closed spaces, dentists and Death – you're going to meet them all. Anyway who said space combat was straightforward? I did? You must be mistaken mate, now get out there and wreak some havoc.

▼ Two-player action with a ghoulish end-of-level monster.



amiga

What promises to be a visually and sonically stunning game on the Amiga is due out any day now. The price? £19.99 to you sir.

update

PRESENTATION 86%
Great dual player mode and an attractive in-game map, disappointing title page though.

GRAPHICS 90%
Not as gory as it might have been but it uses colour to maximum effect. Great space sequences, highly original mother aliens, technically excellent parallax scrolling and with more varied and colourful sprites than there are shoot-'em-ups on the market.

SOUND 80%
Spot effects provide work effectively together with an intriguing set of background 'murmurings' changing with each level. There's no title tune to speak of but a strangely absorbing rhythmic beat.

HOOKABILITY 91%
Great presentation and relatively simple gameplay make for high instant appeal.

LASTABILITY 90%
Fifteen planets which get tough real quick – even in two player mode it's very hard going but still totally addictive.

OVERALL 92%
A superlative shoot-'em-up chock a block with colour, graphic detail and scarifying levels.

SIZZLER

PROJECT FIRESTART

C64

Dynamix/Electronic Arts, C64 £14.99 (disk only)

●Blasting 'Aliens' to save the world

Out near Titan the research ship Prometheus is in trouble – no contact has been made since Project Firestart (a project to create a new alien 'worker') began. Things (as ever) have gone horribly wrong and the experimental aliens have gotten loose – much rendering of limbs and ripping apart of guts has followed and in desperation Jon Hawking, hero-of-the-hour, is sent in to investigate.

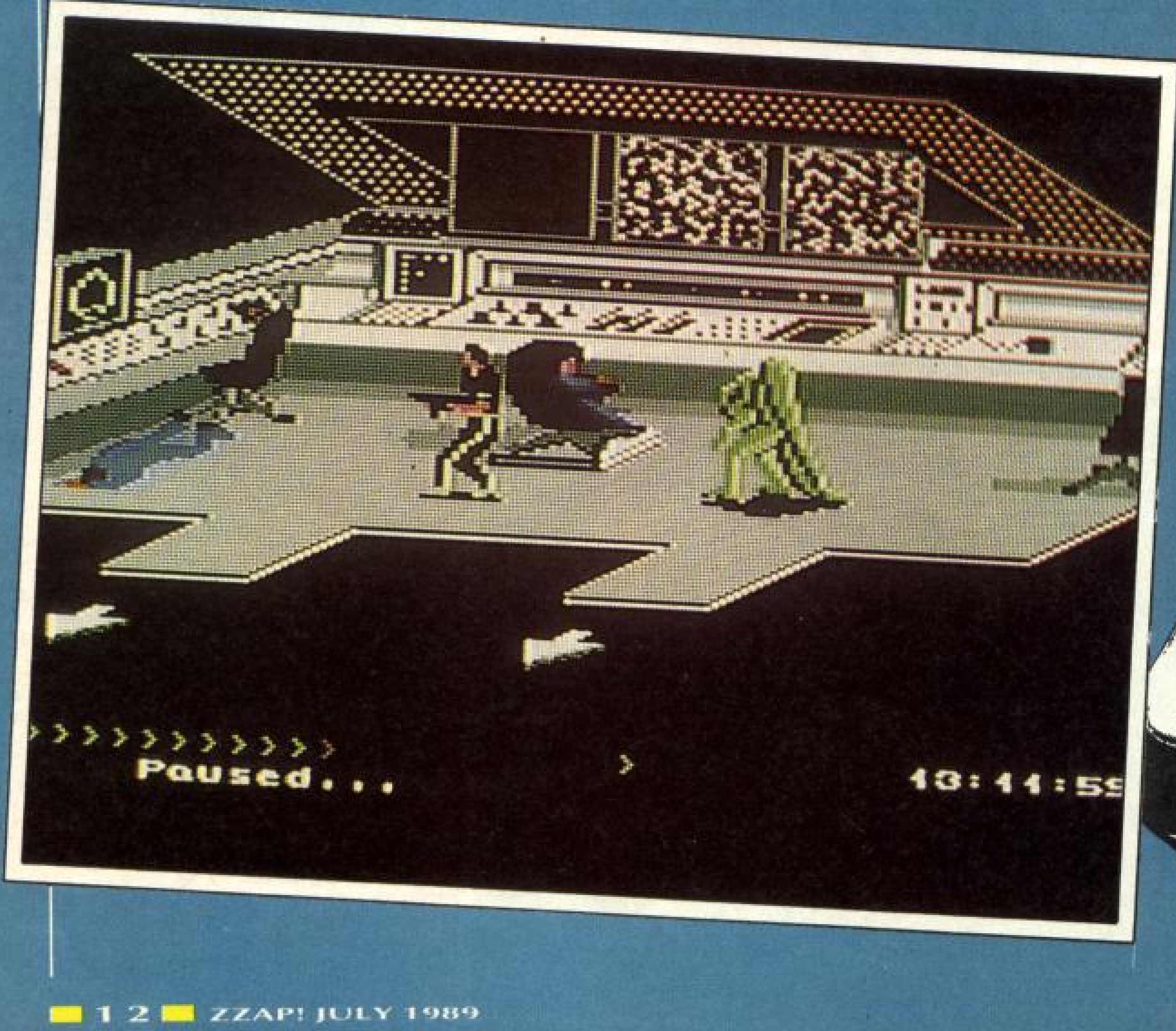
The ship is made up of four levels with corridors, rooms and lifts galore to run around and explore the cargo hold, engineering complex, terrarium, observation deck and more. Find the emergency shuttle and you can abandon the ship but to what fate?

To start with the aliens are strangely shy: they're busy replicating and only begin to spread forth as the game progresses. The green aliens are mere babies compared with the mutants later on. (Not very cryptic hint: radiate some warmth to conquer mutants).

Extra weapons can be found in the armoury, and ID cards allow access to new regions – the carnage hasn't been total as two survivors are still on board (a very nervous Mary and the treacherous Annar). With a two hour limit before the place blows up, Jon really has his work cut out to explore, dodge the aliens and find out what's going on on board.

Can Jon find the answers to the Prometheus's disaster? What's cooking in the alien pot behind *that* door and what's Annar up to? Will Twentieth Century Fox sue for damages? The answers can only be solved in the main showing tonight – Project Firestart certificate 18 (judging by the gore).

▼ On the bridge of the Prometheus

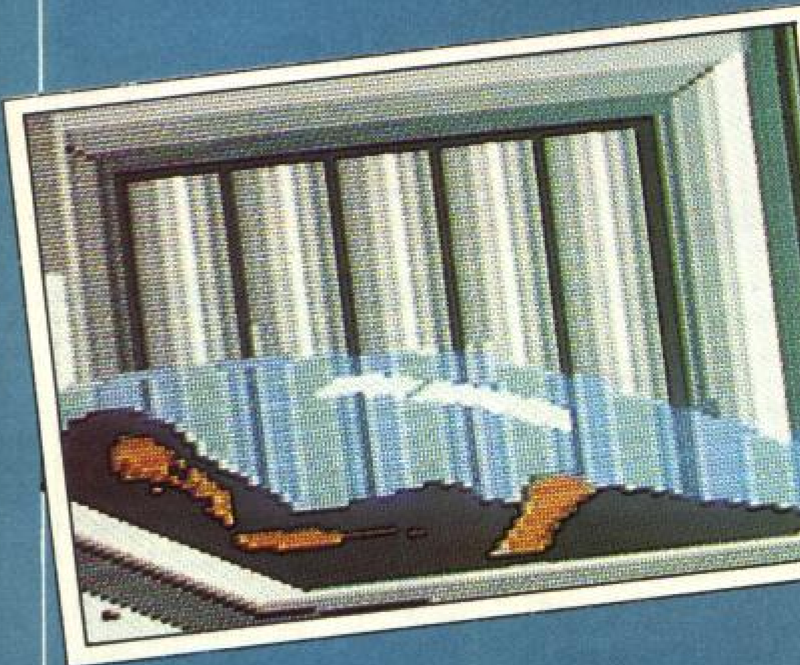


Very **Aliens**esque, this one, pulling ideas from the best bits of both the film and the UK game, and reworking them into one of the most engrossing C64 titles for months. The whole package feels more like a movie than a piece of software, cutting to dramatic scenes at tense moments of suspense-filled action.

While the graphic style smacks of CRL's **Cyborg**, **Project Firestart** improves on that high standard, offering the player a running, shooting, totally mean cast of characters and some quite grotesque monsters. Sound, while limited in quantity, works to great effect at the times when it is needed most.

Project Firestart is jam-packed with the sort of fast-pace, polished presentation and chilling atmosphere which make software epics. I loved it. You will too!





▲ A mysterious lady in a cryogenic tube, is it Ripley?

As you might expect from the **Aliens**-style scenario, **Project Firestart** is in essence an interactive movie and an excellent one at that. Wandering around the corridors gets the old adrenalin pumping and with movie-style cuts, fade outs and montages the plot twists and turns like a snake. Tension is constant, when the mutant alien gets loose you'd be hard pushed to stay calm as it stalks the corridors. My only personal gripe is that the disk access can be a test of endurance at times, particularly when restoring a saved game. Think of it as an intermission rather than a problem!



amiga

Aaargh! There's no plans for an Amiga game!

update

PRESENTATION 84%
Atmospheric introductory sequence although the instructions (even with the map) could have said more about the game.

GRAPHICS 88%
Detailed buildings to explore, animated 'meanwhile' screen and gore by the bucketful.

SOUND 70%
A weirdly hypnotic title tune along with average sound effects including the odd but cleverly crafted effect for shock purposes.

HOOKABILITY 90%
Four levels for exploration is not many but the involved plot running throughout keeps you guessing.

LASTABILITY 92%
Things never go right first time and like the best of movies you don't want to leave it halfway through.

OVERALL 91%

Gore, guts and Aliens running loose – who needs Saturday Night at the Movies?

▼ It's brown trousers time lads!



64 Gilbert
ESCAPE FROM DRILL

Again Again, C64 £9.99 cassette

As a 'megastar' Gilbert has been offered a new TV series back on earth. But, fed up with his continuous boasting, his fellow Drillians have stolen and hidden vital parts of his spaceship, the Millenium Dustbin.

Controlling Gilbert, you traverse the many pathways and buildings scattered around Drill, avoiding such hazards as frogs, Galaxians, WWII biplanes and other such 'horrors', or putting your high-powered nostrils into action and snotting them!

You have 24 hours in which to find all the missing pieces of the Dustbin, otherwise ITV will terminate your contract, delving you once again into the depths of obscurity. And we can't let that happen now, can we?



I've never been one for Gilbert on the telly and this game only reinforces my anti-feelings toward him. Flip-screen scrolling, mindless enemies, and generally poor presentation don't impress me. The only thing I liked was the fact that you can actually play the arcade machines found in the Drillian pubs. Personally I'd rather just get drunk, which I think most people would do after playing **Escape From Drill** for any length of time!



▲ Gilbert goes walkabout in one of the more tasteful screens.



Oh dear was my first thought. 'What on Drill has happened to Gilbert?' was my second. Not only do we see his snotty legs for the first time in the game but we now see him in the swim – Gilbert swimming? Come off it! Gilbert doesn't get off to a good start with a dodgy but green sprite wandering around a repetitively similar maze city. The very simple sub-games are fun for the first few minutes with the Snot fight being about the best (although this doesn't say much for the others). One for avid mappers but not one for seekers of startlingly original gameplay.

PRESENTATION 38%
An overall tacky appearance.

GRAPHICS 37%
Sloppy sprites and flip-screen scrolling.

SOUND 31%
Simple spot effects.

HOOKABILITY 46%
The only fun is in playing the arcade machines.

LASTABILITY 35%
Lacks content and won't keep you playing very long.

OVERALL 40%

It plays as bad as it looks.



NAVY MOVES

64

Dinamic, C64 £9.95 cassette, 14.95 disk.

International Terrorism has rocketed to an almost unbelievable high. So, send in the boys with big guns, including yourself, a young marine. You are sent to board and destroy an enemy submarine, stolen by Middle-Eastern extremists.

Located at various points throughout the sub are access computers which, if fed the correct code, prime high–explosive devices hidden around the vessel. But first you must negotiate the ocean waves in a power-dinghy, avoiding hazards such as mines and extremist attackers. But you're hard. You can do it!

◀ The first, incredibly aggravating rubber dinghy section



Navy Moves offers nothing significantly new but I found myself hooked for quite a time. It's nothing flash to look at, and gameplay is a bit basic, but the blasting action is quite addictive, and Dinamic have added the need to search for items such as extra ammo and passcodes, which assist in lifting the product above the realms of a shoot–'em–up.

A game which you'll warm to initially but whose lasting qualities are questionable.



When will Dinamic get round to writing just one type of game? **Navy Moves** comes close with two above average seperate games, but I'm sure they've skimped on the game quality you'd associate with one big game. Surprisingly dull use of colours isn't helped a lot by a lack of significant detail in the chracters – music's dead good though. The first section has graphic variety but the octopus section is way too tough. Thankfully the second section is a lot more involved with action and thought required to progress.

amiga

Should be out any day now for £24.95.

update

PRESENTATION 65%
Generally pleasing.

GRAPHICS 64%
Not outstanding.

SOUND 80%
Groovy tunes and title track.

HOOKABILITY 43%
Level one is too difficult.

LASTABILITY 56%
The arcade adventure elements instill some interest.

OVERALL 62%
A fairly enjoyable romp.

JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™

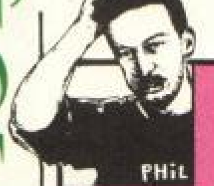
64

Accolade, C64 £16.95 (disk only)

As well as being one of the greatest golfers of all time, Jack Nicklaus designs golf courses. The 'Golden Bear' is such an expert on what makes a good golf hole, that he has selected his greatest 18 holes to be combined Accolade into one amazing course. There are also two of Jack's own courses to play on: Castle Pines and Desert Mountain.

Up to four players may compete, any number or all of which can be picked from the eight computer opponents (including Jack the lad himself). For human players there are two basic skill levels: beginner and expert (same old story the world over, eh readers?). For the latter, wind conditions are worse andthe player must select his own club for each shot. Players may also choose to play from one of three tees – Ladies', Men's or Pro at increasing distance from the hole.

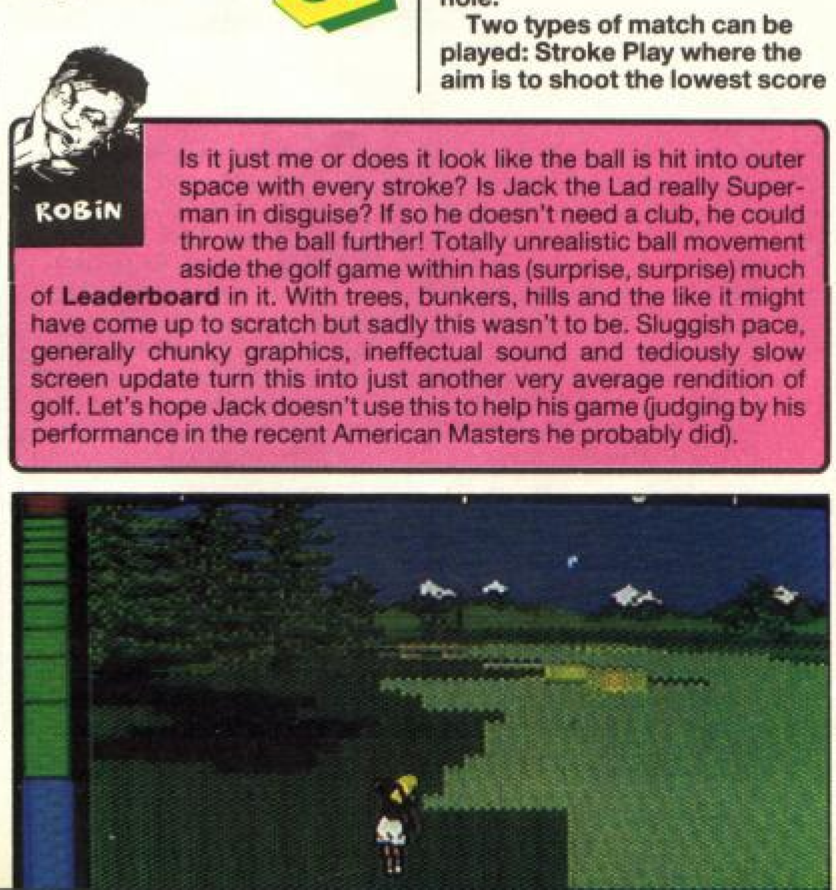
Two types of match can be played: Stroke Play where the aim is to shoot the lowest score for 18 holes, and Skins where the winner of each hole wins a definable amount of prize money. Individual holes may also be practised, as can driving and putting.



All golfing simulations have to be compared with the classic **Leaderboard**, and **Jack Nicklaus' Golf** doesn't really measure up. The scenery is pretty blocky and often strangely coloured – Jack looks like he is teeing off from a light blue pond! Shots seem equally easy whether playing from the fairway or a bunker, and putting is a piece of cake. Despite its flaws, the game is fun for a few rounds. But then why get this when you can have **Leaderboard** instead?



Is it just me or does it look like the ball is hit into outer space with every stroke? Is Jack the Lad really Superman in disguise? If so he doesn't need a club, he could throw the ball further! Totally unrealistic ball movement aside the golf game within has (surprise, surprise) much of **Leaderboard** in it. With trees, bunkers, hills and the like it might have come up to scratch but sadly this wasn't to be. Sluggish pace, generally chunky graphics, ineffectual sound and tediously slow screen update turn this into just another very average rendition of golf. Let's hope Jack doesn't use this to help his game (judging by his performance in the recent American Masters he probably did).



PRESENTATION 80%
Loadsa options and a comprehensive instruction manual.

GRAPHICS 52%
Blocky scenery and a seriously weird colour scheme.

SOUND 05%
Pardon? Was that click the club hitting the ball?

HOOKABILITY 53%
Play is unrealistic although the controls are easy enough.

LASTABILITY 60%
Up to four players and three courses maintain some long-term interest.

OVERALL 55%
Another mediocre golf sim – give us Leaderboard any day.

STORMLORD

64

Hewson, C64 £9.99 cassette, £14.99 disk

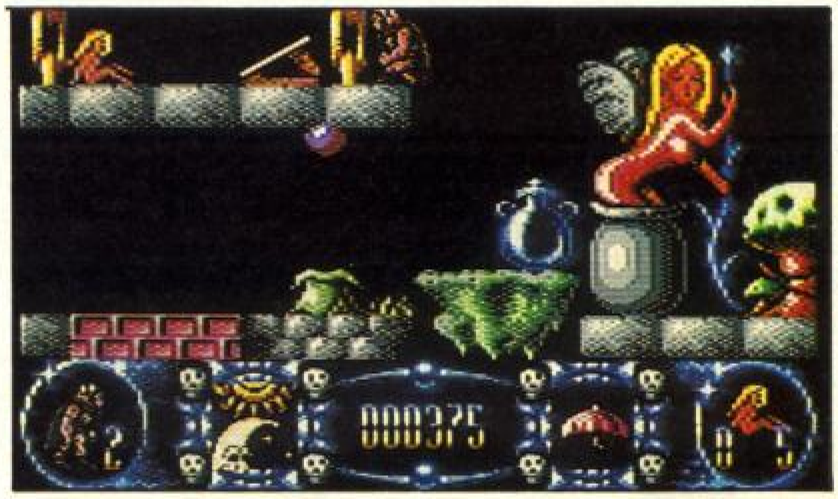
After repeatedly dazzling Commodore owners with his macho, well 'ard flick-screen shoot-'em-up designs Raffaele Cecco has now gone all soppy (or pervy) with this romantic tale of mythic adventure. An evil Queen has imprisoned all the fairies in the land and only the Stormlord can rescue them – by jumping on top of them! Needless to say all the fairies are female and distinctly lacking clothing, so that's not bad but actually getting to them in the first place is never easy.

The game is made up of four levels, each with five fairies to rescue before time runs out. The smoothly-scrolling landscapes which contain the spellbound fairies have a wide variety of monsters, from swooping dragons to vicious pawns, and lots of traps. To rescue one fairy, for example, you need an umbrella to survive acid rain. Working out how to use the various objects is fairly easy, but getting the order right, blasting all the baddies and not running out of time isn't.

At the end of each level there's a bonus section where Stormlord receives the gratitude of the fairies, who fly overhead while the gruff hero blows kisses at them. If a kiss touches one of the fairies she drops a single tear. Collect ten tears and you get an extra life.



Nick Jones has done another, first-class conversion of a Raf Cecco design. The graphics are all really attractive, and the in-game music is good as well. The adventure elements are relatively easy to work out, but doing them in the correct order and beating the tough arcade sections makes completing level one really satisfying. The other levels are even tougher, but repeatedly playing through level one to get to them becomes irritating. Nevertheless it's been a while since such well-presented arcade adventure has appeared, and while there's nothing new here it's all very playable.



▲ **You'll need a teleporter to liberate this lady**



Any game containing nude women gets my vote! Raf Cecco's fab arcade adventure has been converted to the 64 in great style, retaining all the compulsive playability of the original. Collecting fairies might seem a simple idea, but working out how to get to them requires some thought. And what better reward for your troubles than the neat bonus round, complete with even more naked fairies! But it's not just the saucy sprites which impress – the scenery is attractive and the hero excellently animated. My only worry is that with only four levels, experienced games players might complete it too quickly, but they'll sure have fun doing it!



I honestly thought **Cybernoid** was dead good but the sequel sadly more of the same (well, we can't win them all). **Stormlord** is a lot different of course and enjoyable with it but it's all too slow moving to keep you at it and mistakes are mercilessly punished – a toughie this one. The preview game I saw a while back looked excellent and with the coming of the final game that view still stands. Shaded backdrops galore, well detailed sprites abound (I *luurve* the top-heavy fairies) and an excellent if unoriginal and heavy soundtrack (bits of **Ghosts'N' Goblins** in there methinks?). Professionally implemented but not one for the **Cybernoid** crowd.

▼ **Shoot the dragons and rescue the fairy**



amiga

16-bit Stormlord **should be ready later in the summer for £19.99 and will have twice as many levels as the C64!**

update

PRESENTATION 88%
The game is perfectly polished and the control method is simple enough.

GRAPHICS 89%
The main character's animation is very smooth as he explores the attractive scenery.

SOUND 82%
Plenty of little jingles throughout and a good title tune.

HOOKABILITY 79%
Easy to get into and infuriatingly addictive.

LASTABILITY 78%
Challenging enough to keep you playing for weeks.

OVERALL 80%

A typical Hewson release: superb presentation and very playable.

SIZZLER

The Duel

TEST DRIVE II

C64 / A

Accolade, C64 £9.95 cass, £16.95 disk; Amiga £24.95

● Drive yourself round the bend at 200 mph

The Ferrari F40 and Porsche 959 are nothing less than the two fastest production road cars in the world. The Porsche was the first to hit the streets, the most technologically advanced supercar ever, with a 197mph top speed and a £145,000 price tag. The Ferrari, many feel, was built with the express purpose of proving Italian supremacy over the 959. Accordingly the F40's twin turbo, V-8 engine will rocket it to 201mph for a price of £160,000. But the difference between the two cars is more than that. While the Porsche is the height of refinement, the Ferrari has no carpets, plastic side windows and doors which are opened by pulling on a piece of string! If the Porsche is the world's most sophisticated supercar, the Ferrari is 'merely' a full-blooded racing machine made street-legal. Test Drive II **offers you the choice of these amazing dream machines.**

In fact, you can choose to race either against the clock or a computer-controlled 959 or F40. Acceleration and braking are activated by moving the joystick forwards/backwards, gear changing is either automatic or via pressing fire depending on skill level. Of course, the steering is most important but the on-screen wheel only moves left and right when your steering is extreme, otherwise a little blue dot on the wheel indicates subtler steering movements.

If your steering is less than precise be prepared to meet an oncoming Ford at a 256mph – the roads are busy, so overtaking is hazardous. Smash into something and you lose one of five lives, as well as getting twenty seconds added onto your race time. You can also



The addition of a computer-controlled competitor adds a whole new element to the **Test Drive** format which really urges you on to take risks overtaking, running from the police and going into corners on tight mountain roads way too fast. Yeah, the Amiga version may look better, but on both machines the road movement is sturdily done, although the only improvement graphically over the original game is the addition of some trees, tunnels and cacti. Personally I think it falls just short of being a Sizzler on the Amiga as well as the C64, but there's no denying that it is extremely playable, and the cars are great.

SUPERCARS

C64 £8.95 disk; Amiga £11.95

This contains five of the sleekest, fastest sports cars from around the world:

Porsche 911 RUF – Louis Ruf's custom-built, twin-turbo 911 has a top speed of 211mph.

Ferrari Testarossa – £90,000 to get to 60mph in 5.3 secs from a standing start.

'88 Lotus Esprit – Real thing a touch unreliable, but Bond used to drive one so it can't be that bad.

'88 Lamborghini Countach 5000S – Its performance is as stunning as its looks. A V12 engine can shoot it to 179mph.

'89 Corvette ZRI – Detroit's 'best kept secret' was designed to be the world's fastest production car, with a top speed of 185mph.

CALIFORNIA CHALLENGE

C64 £8.95 disk; Amiga £11.95

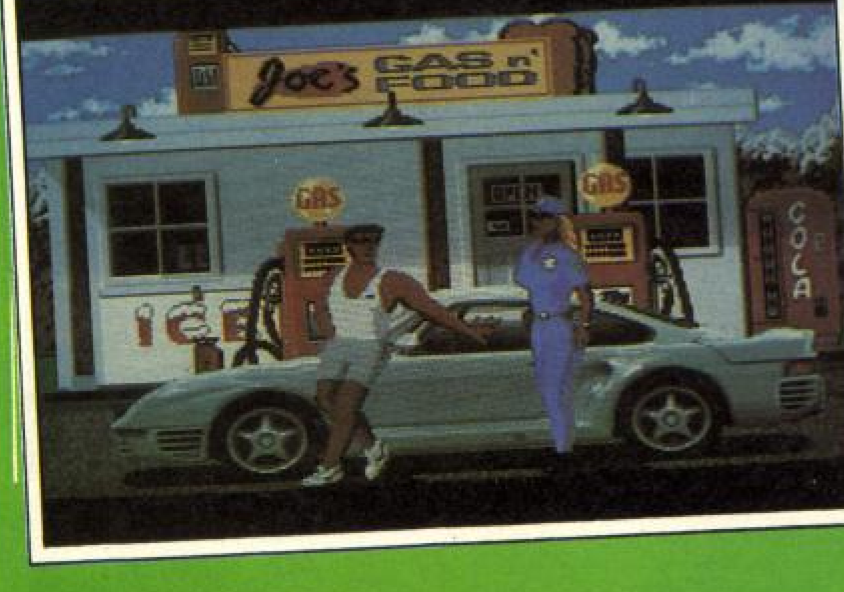
This scenery disk encompasses seven stages through California, from Oregon down to the border with Mexico. Along the way you'll see spectacular redwood forests, the Pacific Ocean, steep hills and the Golden Gate bridge.



On the Amiga the scenery moves smoothly and the other traffic is well-drawn. What really makes you feel like you're driving though, is the realistic noise of the engine; different for each car. If you're looking for a great driving game, then look no further.

The C64 version is less convincing, mainly due to oversensitive steering and the way oncoming traffic suddenly appears from nowhere. Most of the playability of the Amiga version is retained however, and the ability to expand both versions with add-on disks should prolong their appeal.

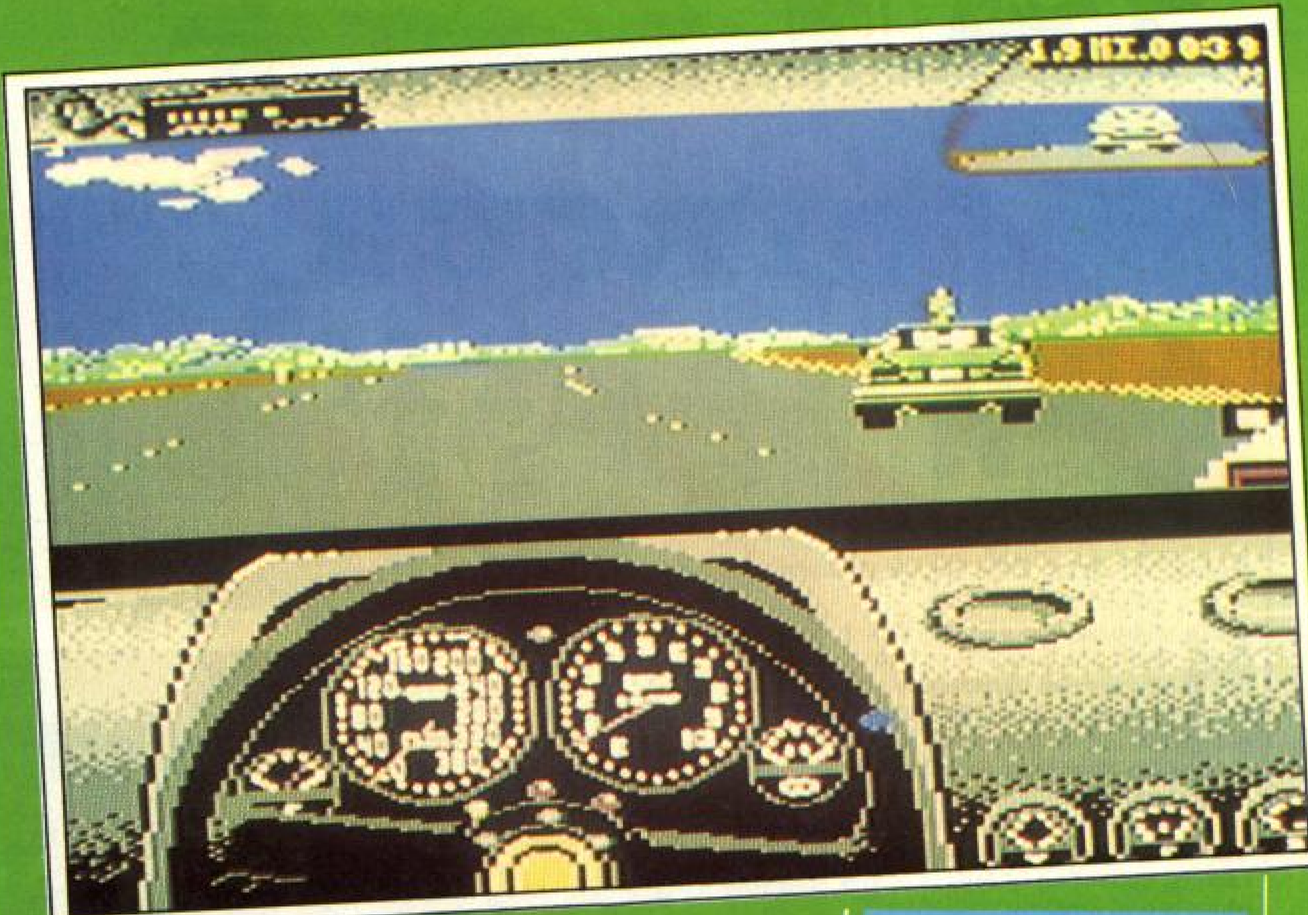
▼ You've finished the game and the blonde's going to give you a big kiss, isn't she? (Amiga)



lose a life by failing to stop at the gas station at the end of each level! If you do manage to slow down in time, the race statistics are shown, including average speed and overall time.

In-game info is provided by authentically styled dashboards, both with the addition of a radar detector to warn when police cars are about. You don't have to slow down, but the cops are fast and if they catch you a ticket adds seconds to your race time. Ram the cop and it's game over – this is America and the cops are tough!

If you get tired of the two included cars (Ferraris are so dull, aren't they?!) or even the scenery, extra car and scenery disks can be bought to expand the game. At first, using these involves much disk-swapping but a 'Play Disk' can be created by copying parts of the master and extra disks onto a blank disk. This eliminates most of the disk-shuffling.



▲ On high skill levels it's easy to blow the engine if you don't change up when the revs are red-lined (C64)



So it's basically along the same lines as its predecessor, and it could do with a few of its raggedy edges clipped, but **Test Drive II** on the Amiga is simply brilliant. The view from the windscreen, when beating a hasty path up one of the many twisting, winding roads, is particularly effective. Sadly, the outside objects, such as trees, do tend to go into spasms when travelling at low speeds, but then again this is a game where acceleration is not only a lot of fun, but a necessity, so less than 60mph is a rarity. So while it won't get you through your driving test, it will provide some superb entertainment.

The C64 game has been crammed onto one disk, and in terms of general gameplay, little has been lost in the transition from one computer to the other. But both colour and sound are bland, while oncoming vehicles lack detail and advance rather jerkily. Apart from those small gripes though, there is little actually wrong with the 8-bit version which stands up as an impressive piece of programming.

64

PRESENTATION 85%
Plenty of options, especially with the extra disks. The 'play disk' option eliminates irritating disk swapping.

GRAPHICS 78%
All vehicles are well-drawn but the colour scheme is rather bland.

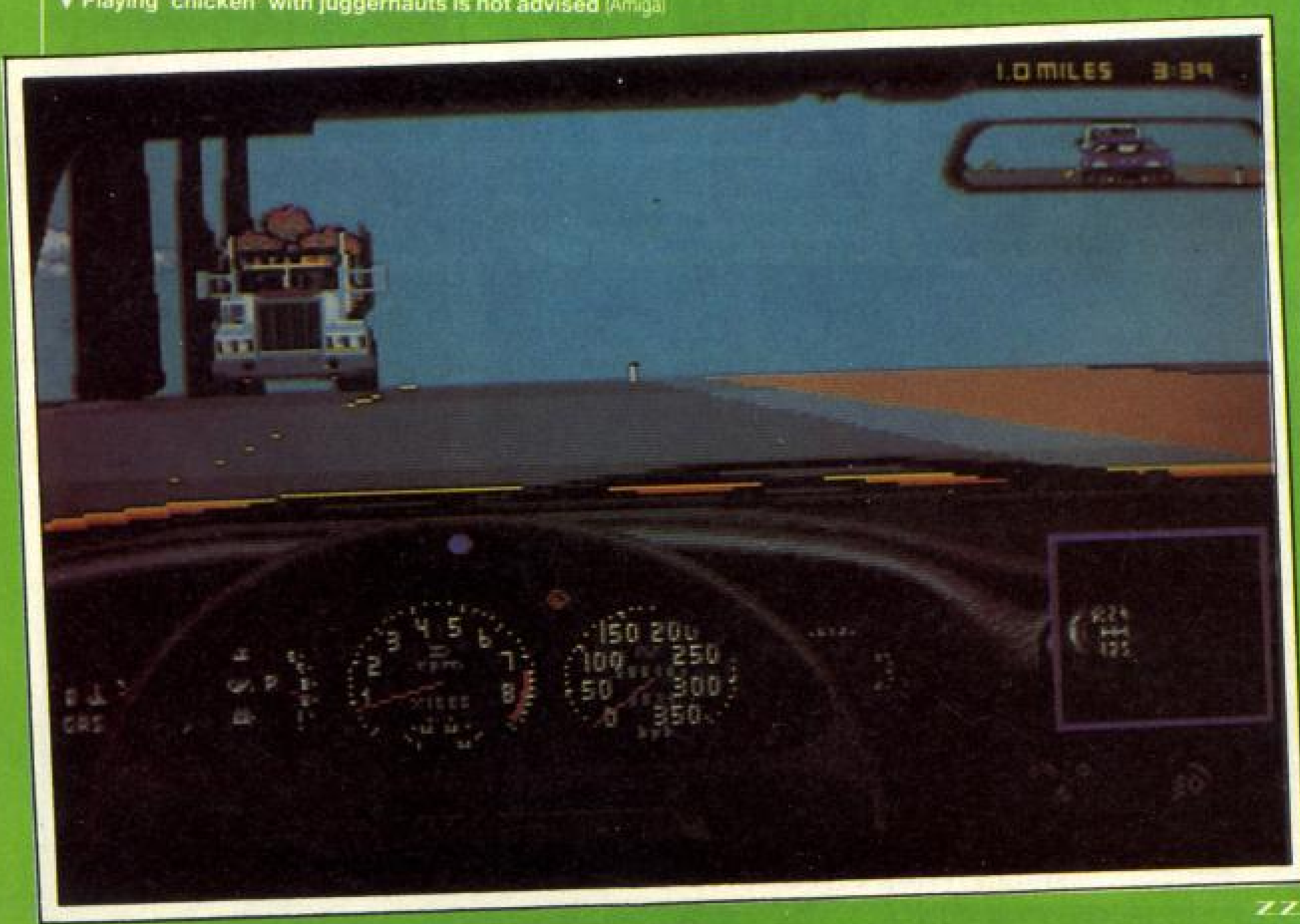
SOUND 58%
The theme tune ain't too hot and engine noises not that realistic.

HOOKABILITY 75%
Putting your foot down in a fast car is instantly appealing.

LASTABILITY 80%
Driving at 200mph is so exhilarating, you'll be playing this for months.

OVERALL 77%
A worthy sequel – great fun for all fast car fans.

▼ Playing 'chicken' with juggernauts is not advised (Amiga)



Amiga

PRESENTATION 88%
The game is well-polished with plenty of options.

GRAPHICS 92%
Smooth scrolling roads and surprisingly detailed scenery.

SOUND 85%
The theme tune's okay and the engine noises add to the realism.

HOOKABILITY 91%
Immediately addictive from the first time you start the engine.

LASTABILITY 85%
The optional car and scenery disks should prolong the appeal even further.

OVERALL 90%
The definitive Amiga driving sim.

CIRCUS ATTRACTIONS

Rainbow Arts, C64 £9.99 cassette, £12.99 disk



All the fun of the circus, eh? Well, I'd rather have a crate of Newcastle Brown, but this is still a reet big-top treat. I say this even though I've never reely liked the circus – all those poofy clowns, wearing make-up and fright wigs are git crap. But making them bounce around the screen and sometimes letting them have a haaard landing is reely hellish. With its five fun events and fab two-player mode, **Circus Attractions** is certainly great improvement over previous big-top efforts.

Roll up, roll up and join the Morelli circus. One or two players can experience the thrills and spills of life under the big top, either playing all five events. So stick your red nose on and get entertaining.

Bounce, boing, spring on the trampoline, performing somersaults, collecting bonus objects and keeping audience interest as high as you can jump.

Go even higher for the second event: tightrope walking. Balance on the high wire and perform handstands and somersaults, but it's a long way down and there's no safety net!

Back on the ground, you can juggle your balls (up to six!). Extra items may also be taken from your beautiful assistant, including a club and a balancing ball which you kick up in the air and catch with your foot.

The next event is dangerous, but not for you – it's your lovely assistant who's in peril as you throw knives at her, while she spins round on a rotating wheel. But watch out – the girl passing you the knives sometimes hands you a stick of dynamite!

The final event involves three clowns, two seesaws and a ghost! Clowns catapult their colleagues through the air by landing on the other end of the seesaw. While in flight, a clown can collect bonus objects while avoiding the lethal ghost. If a clown misses the seesaws altogether or lands in the arms of his colleague, it's performance over.

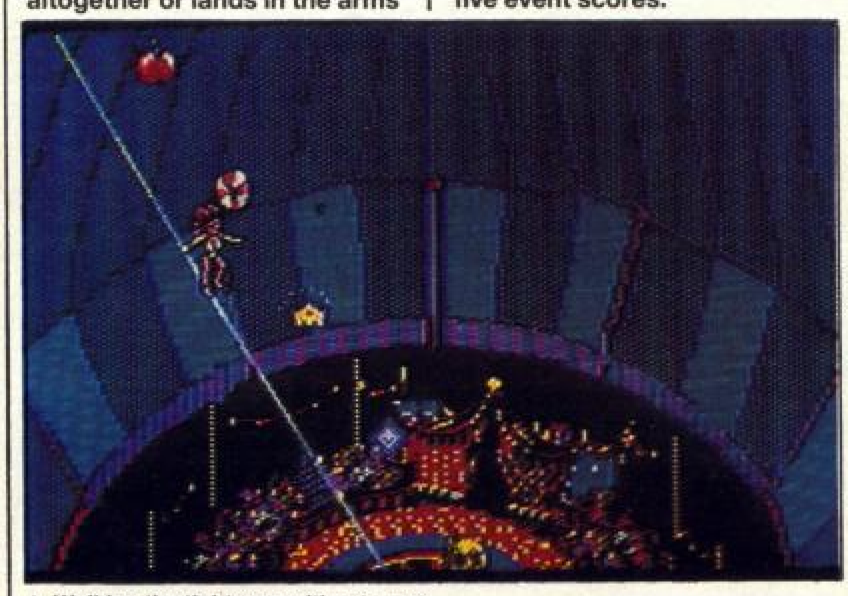
If you choose to play all five events (the main performance) you get three extra chances which can be used to repeat a trick which went wrong. Your final score is an average of the five event scores.

▼ A unique approach to acupuncture





Cor, can't you just smell that sawdust and elephant dung?! The great theme tune and effects really help the atmosphere in this fun and funny game. The colourful graphics are also very attractive, ranging from the comical jumping clowns to the large juggler. Gameplay matches the presentation with five wonderfully wacky events. I like the knife throwing the best – you can even throw knives at the people standing by the wheel! What really makes this better than yer average circus sim though is the great two-player mode. Both players perform simultaneously, collaborating in all the events. Definitely the best circus simulation I've seen, **Circus Attractions** is hilarious big-top fun.



▲ Walking the tightrope without a net

amiga

The Amiga version is due shortly, and will sell for £19.99.

update

PRESENTATION 70%
Comprehensive instructions (in English and German!) and plenty of options.

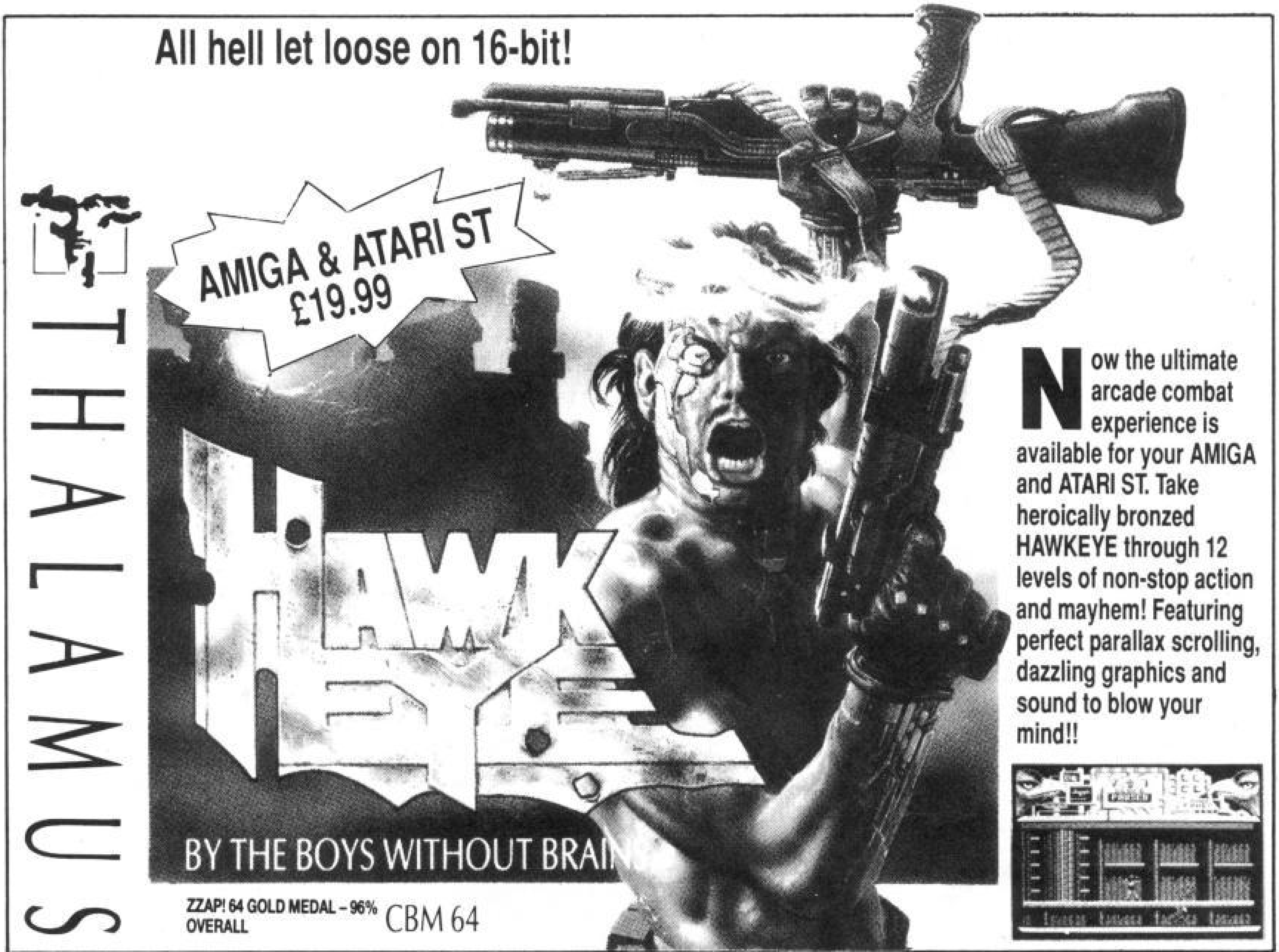
GRAPHICS 72%
Well-drawn with humorous touches.

SOUND 71%
Appropriate theme tune and effects.

HOOKABILITY 70%
The controls are very easy to master.

LASTABILITY 69%
The two-player mode should keep you laughing for a while.

OVERALL 70%
Not technically amazing, but still the best circus sim yet.



All hell let loose on 16-bit!
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ZZAP! Rrap...

I'm glad that I can languish peacefully in my quiet country cottage, away from that mad crew at ZZAP! Towers. And believe me, they ARE mad! Ok, I admit it. They aren't mad at all. They are actually a well-ordered, quite sensible bunch of chaps. Except Randy. Now he is off his rocker. Anyway, enough about my troubles, good people of the known world (and of course, those beyond), let us once more peruse the collective state of mind of you, the readers, as revealed – exclusively! – in the Rrap.

STRONG VIEWS INDEED!

Dear Lloyd,
Last month my mother bought me ZZAP! after almost a year of being ZZAP!less. I read your magazine with interest, particularly because I was curious of the state the software industry was in. Sadly, I can see that the industry has rotted further in the way many games lovers had projected, and feared it would, a year ago. Rather than protecting and investing in programming talent, the profit-hungry games industry rushes programmers on to the podium, unprepared, having learned only a few lines. Blood, sex and violence wrapped in action, and a bit of humour to make it slide down everyone's throat.

Can't anybody see that if nothing is done one day Mrs Thatcher or one of hers will come along and have the industry restricted. Moreover, she would be right, in a sense, to do so. The industry needs caring for, caring for by everyone. Especially by the programmers and by the magazines. What I call for is that programmers unite and that magazines unite, in throwing up a barrier against the animal instincts of the games companies. No more rushed programs, no more copycatting, mo more full price games being released budget price one month after original release, no more desperate hard-hitting advertising, and some other all important No More's, and Have To's which a new union sees as vital.

There is a lot of good in the software industry today, but there is a bad patch at the core which is making it sick and boring.
Nando Ronteltap, Amsterdam, Holland

Strong views indeed, Nando, and, in the majority of cases, perfectly justified ones too. There is a lot of tat in the software world, but you can say the same for a lot of other industries – sort of 'Why are Skodas allowed to be made when you can buy a Merc?'.

As for magazines 'caring for the industry', I hope it's obvious that ZZAP! does. Accurate reviews of poor software is one way, we hope to, discourage more. But it's not all gloom, there's still plenty of innovation around in games like Wicked *and* Archipelagos.

Even so, you have raised some interesting points, which I hope others will expand on over the coming months.
LM

ODE TO LOST FRIENDS

Earth to Lloyd, Earth to Lloyd, Are you receiving me? No? I didn't think so. Oh, well, here it is anyway. Ladies, gentlemen and Chuck Vomit, this is my letter:

" G "

Pretty good, eh? Now I've recovered enough, I'll try and say something normal, I don't mean to be rude but was Chuck Vomit born without a brain, or did he have to have it surgically removed? If he gives you any trouble, just get Gordon to sit on him.

Besides having a troll on the staff, ZZAP! is a pretty damn good magazine. That's all for now, folks! (I can't think of a better ending).

Over and out!
Joshua Finlayson, Macksville 2447, N.S.W. Australia

Actually, Josh, we found a better way of getting rid of the old spine-dislocator, as you'll have seen last month. And Gordon's took it into his head to follow life's lonely highway. Quite sad, really.
LM



DON'T EAT THAT ZZAP!

Dear Lloyd,
I have never ever eaten a copy of ZZAP! IN MY ENTIRE LIFE! I find that a few nibbles on Avionics Monthly is more than enough to sustain my stamina for the busy day ahead of me, working as a construction technician on the M1.
Chris Hunt, Kegworth, Nottinghamshire

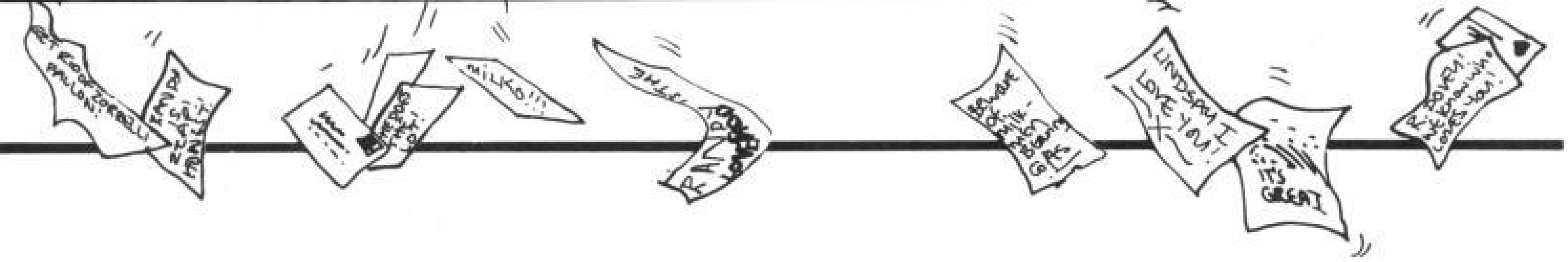
That's the last of the magazine-scoffing letters, folks. Any more will be a waste of the senders' postage stamps.
LM

WHAT COULD HIGHLY PROBABLY SNATCH THE RECORD FOR THE SHORTEST LETTER IN THIS, MY VERY OWN RRAP (AND WHY NOT, CONSIDERING THAT THE BULK OF THIS PARTICULAR PERSON'S CONTRIBUTION TO LITERARY FREEDOM OF SPEECH CONSISTS OF NOTHING ELSE BUT ONE SOLITARY EXCLAMATION MARK, I KID YOU NOT!)

Dear Lloyd,
!

Keith Partridge, Corby, Northants

Well, Keith, it certainly seems as though you do indeed receive the accolade of shortest ever ZZAP! letter writer. Any contenders, please do not hesitate to send in your entries.
LM



HE'S PUZZLED

Dear Lloyd,
I'm puzzled. When I read the advertisement for Action Replay Mk5, it said that the backed-up programs load at up to 25 times faster than the original. Is it true? If it is, why don't the software companies use a similar loader, and make cassette users lives a little easier?

Despite your denials, the Amiga is taking up a more prominent role in your mag, and you would be foolish not to reflect this. I own a 64 and won't be upgrading to an Amiga for the foreseeable future because:
a) the cost
At the moment, the price of the Amiga and the software are beyond me. No doubt, however, prices will (hopefully) decline as popularity increases.
b) software availability
The 64 has a vast base of software, and although new programs will inevitably decline, the availability of programs will keep me interested for a long time yet.

However, I'm sure the standards of the mag will not decline, and you'll still be the most popular Commodore mag in the country.
J Lambert, Sheffield
P.S. By the way, Anon of Folkestone, you're not the only one who cuts out the tips section, and congrats to ZZAP! for printing an index!

While the Amiga is undoubtedly the next step forward for C64 users, I wholeheartedly agree with your prediction that there's life in the old boy yet.

And while ZZAP! is indeed catering more and more for owners of the 16-bit machine, we feel that we have the balance about right between 64 and Amiga. Of course, if you disagree, write in and say so.
LM

I WANNA SPORTY 64!

Dear Lloyd,
I am interested in purchasing a Commodore 64C Sports Simulation Pack, but my local computer shop has informed me that they are not available.

As I have seen this model advertised in many computer magazines, I am rather disappointed. Please could you inform me of local availability.
Martin Gilbert, Oakley, Beds

Sorry to lay a downer on you, me old son, but the C64C Sports Pack offer has indeed ceased, in favour of two new promotions – The Hollywood Pack and Family Entertainment Pack. However, it may be possible that some dealers have an unsold Sports Pack tucked away somewhere. If YOU are that dealer, get in touch with the ZZAP! team, and we'll pass the message on. I am the nice one.
LM

RANDY IS CLASS – IT'S OFFICIAL!

Dear Lloyd,
I felt I had to write to you after seeing Paul Rand's arrival in ZZAP! issue 49. With his wit, charm and ravishing good looks, he really makes a fabulous addition to the mag.

So, more pictures of Randy, please!
Mrs J Rand, Easington, Co Durham

Thank you for your unbiased comments, Mrs R. I can assure you that Paul read your letter with great interest, and exclaimed 'Where the ?!? did me ma get this address from!'*
LM



RELIGIOUS FACTION OF THE MONTH

OI! WE'LL BE HAVING 'NUN' OF THAT!!!

Dear Sir,
Your magazine which aims to help the youth of today in so many ways, is doing a great work which is greatly admired. The youth is blamed for so much wrong–doing, but I think the cause of vandalism and crime has to be looked into and sorted out. When the home background is what it ought to be; when the atmosphere is what one would expect to find, the whole situation gradually changes which contributes to a contented spirit, united with peace and joy.

The youth of today are our future world, and how this is arranged will settle many a problem. How every person is spoken to will gradually change every difficult situation, no matter how impossible it may appear at first. The training and care each one receives will be the answer. It is never too late to make the effort and start afresh. Courage and confidence are well worth holding onto.
Sister Mary Lawrence, Southam, Leamington Spa

We do try, Sis. Let us only hope that society as a whole can one day open its eyes and view today's youngsters with a little less narrow–mindedness than at the present moment. In the meantime, we at ZZAP! will continue to do our level best to carry on the tradition, and treat the youth with the respect which they deserve.
LM

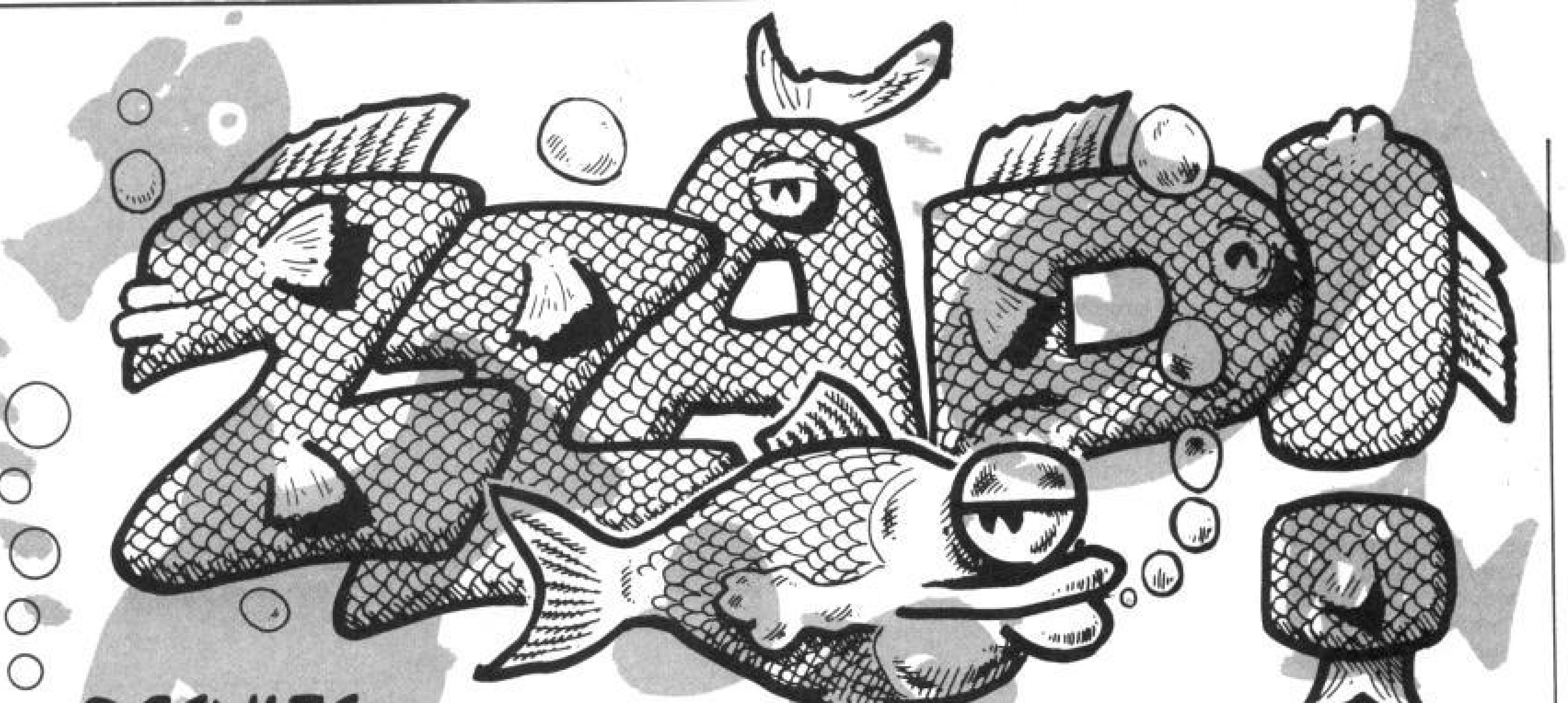
THAT OLD BLACK MAGIC . . .

Dear Lloyd,
Who has heard of the Ouija board (or Weejee board to the more simple)? Well, I would like to hear from you lot out there if you have ever used one, for the simple reason to find out a little more about them, and I would like to hear some accounts of people using them for a book I might be writing.

You could be lucky and get your name printed in the book, unless you don't want it to be.
Colin Hayward, 45 Great Cambridge Road, Tottenham, London N17 7LJ
P.S. DON'T play around with Ouija boards unless you are experienced in them, because they can be VERY dangerous.
P.P.S. I must say 'ZZAP! you're f***ing great!'

Are YOU an experienced Ouija board user? Drop Colin a line and let him know of your experiences. I'm sure he'll be well chuffed!
LM

So, as I wind up yet another Rrap, I think to myself 'What is life all about?', 'Is it all worth it?', and 'What time is Eastenders on the telly?' Well, maybe not the last one, but there you go. Literary masterpieces of any size, shape or form should be sent to the same old address: LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.



RESULTS with Ken the Fish

Hi there, my horrendous horde of happy hake, your very own piscine perfectionist here. Isn't life a strange and wonderful thing, eh? One minute, there I am, swimming around my plastic boot as happy as a sandsquid. The next, I'm in the employ of a brand new bunch of chaps. Well, almost. A fish's existance can be full of weird and wonderful twists, can't it?

Needless to say, things have been a bit topsy–turvy this month. I mean, three weeks of waiting, just to get the nasty, sludgy bits scraped from the bottom of my bowl. I ask you.

Oh well, can't blame them, I suppose. Let us get right on down to this month's carp–like selection of compo winners, past and present.

I'M SILKY, FLY ME COMPETITION

Not a pastime that I'm that keen on, flying. All that dryness does nothing for my fishy fluids, I can tell you. Of course, give me a bowl of water and a castle and I'll fly to the ends of the Earth – well, Hackney at least. Someone who definitely is going to fly to Hackney, indeed, across the whole of London, is:

Mick Wall, SHEFFIELD S6 1SB.

Not only that, but he'll meet Silkworm's programmers, Random Access, spend a long time playing the arcade games Gemini Wings, Ninja Warrior, Continental Circus and Shinobi AND witness production of the computer versions.

Ten runners-up will receive the five home computer games as they are released through the year from Virgin. Pray be standing for:

P Thomason, SLOUGH SL1 1QN; P S Mullineaux, MANCHESTER M29 0HH; John Byrne, Co.Cork IRELAND; David Camina, ESSEX SS6 7SN; Steven Raper, NEWCASTLE-UPON-TYNE NE5 3UX; Marcos Simpson, NORTHWOOD HA6 1AN; Craig Johnson, LEICESTER LE6 4LY; Piers Finlayson, MACCLESFIELD SK11 7DB; C White, LONDON E16 2LX; Stuart Murphy, CHELMSFORD CM2 7EJ.

HAIRY HOTLINE COMP

I was going to fiddle this competition, as all of my piscine pals are positively aching for a copy of Denaris, from US Gold. Unfortunately for them, they all got netted, somewhere out in the Channel, leaving me to find some new winners. Fifty, in fact, whose names you will notice are printed below.

Tony James, NAILSWORTH GL6 0HR; Marle, WEMBLEY HA9 8DG; Philip Baxter, NEWCASTLE UPON TYNE NE20 9AL; Chris Amos, LONDON SW17 7SD; Alanker Sharman, LIVERPOOL L25 5LA; K Bowley, BARNSLEY S.York; Brett Patterson, SHEFFIELD S2 5SB; Daniel Besser, BLETCHLEY MK2 2NW; Stephen Lawrence, WIRRAL L49 1SH; Michael Peel, NORTHWICH CW8 2NF; N Iftkhar, BIRMINGHAM B16 9BB; Stewart Campion, STEVENAGE SG2 9RB; Laurence Hallam, CHORLEYWOOD WD3 5RE; Chris Norman, BILLERICAY CM12 0LJ; Ike Anyal, MANCHESTER M16 0BP; Richard Hatton, OLDHAM OL2 7QU; Dominic Mulvenna, BALLYMENA Co.Antrim; Stuart Westbrook, TELFORD TF2 9JA; Richard Walker, DUDLEY DY3 3SB; Joel Morgan, COVENTRY CV1 3GB; David Exton, STAFFORD ST16 3SG; G Goodman, RUGBY CV21 1JB; Jamie Gill, CRAMLINGTON NE23 6RQ; Paul Regan, MAIDSTONE ME15 7RS; Jason Fowler, NORWICH NR10 3QU; Stuart Murphy, CHELMSFORD CM2 7EJ; N Todd, WARMINSTER BA12 9QU; Mark Hanson, TYNE & WEAR SR4 0RT; Sukhvinder Bahra, LONDON E7 8LT; Trev Bailey, LEEK ST13 8NT; K Delaney, PRESTON PR5 6QY; S R DHain, LEICESTER LE5 2GG. (No more entries).

BLASTED COMPETITION

Paddling along a lonely East–end canal the other day, I caught a glimpse of an unusual sight indeed. A man, dressed in a dark blue suit, running along the pathway, being chased by a bunch of daffs. Strange, you may think, but not nearly as strange as ImageWorks' decision to give away a Blasteroids arcade machine to the winner of their Blasted Competition in issue 48. The happy hake about to receive this master of micro–chip technology is:

Ernest Nelson, LARNE BT40 1TE.

And as if these software companies have money to throw away, five runners-up are to receive Image Works goodie-bags. Don't know why some people do it at times. What's wrong with a sprig of pondweed?

Manuel Puro, LONDON NW11; Joe Honywill, PLYMOUTH PL9 8HZ; Adam Fellows, CAERPHILLY CF8 2TN; Jason Tipple, MILTON KEYNES MK5 8AQ; Christopher Topliss, BURTON-ON-TRENT DE13 0NT.

And still more! T-shirts and a watch are swimming their way at this very moment to:

Leigh Caldwell, GLASGOW G41 3DT; Adam Squires, CAMBRIDGE CB3 9LS; Christopher Ray, NEWPORT NP1 0AY; Mike Blaser, CHEADLE SK8 4HP; Nolan Chow, Brisbane AUSTRALIA.

How can this continue? Oh, it can't These are the final five winners, who each receive a fab and froody T–shirt:

Alex Smith, CHELTENHAM GL51 6RA; Christopher Casey, LEIGH WN7 5BZ; Ryan Hooper, AMMANFORD SA18 2NP; Rajesh Janjuma, SLOUGH SL1 3XQ; Robert Moss, LONDON E4 7HX.

And that's all the winners for now, if you want to be one keep filling in the forms. And for all the latest news phone this, very big but not too expensive, number:

0898-555085

In the meantime any competition whinges may be sent to me as normal, **Ken D Fish, c/o Viv Vickress, ZZAP!, PO Box 10, LUDLOW, Shropshire, SY8 1DB.** Gloop-i-de-glo

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Stuart Wynne **Sub-Editor:** Phil King **Staff Writers:** Robin Hogg, Lloyd Mangram, Paul Rand **Editorial Assistants:** Viv Vickress, Caroline Blake **Contributing Writers:** Warren Lapworth, Martin Walker **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Production Manager:** Jonathan Rignall **Designer and Illustrator:** Mark Kendrick **Assistant Designer:** Melvyn 'The Mel' Fisher **Reprographics/Film Planning:** Matthew Uffindell, Robert Millichamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard **Publisher:** Geoff Grimes **Editorial Director:** Oliver Frey **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Sales Executives:** Sarah Chapman, Lee Watkins, Wyn Morgan **Assistant:** Jackie Morris ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** *PO Box 10, Ludlow, Shropshire, SY8 1DB* **Typeset by the Tortoise Shell Press**, *Ludlow.* Colour origination by **Scan Studios**, *Islington Green, London N1.* Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions – and that includes fish.

ABC

ISSN 0954-867X

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION

GET THE NET OUT, LADS — HERE COMMS *RANDY!*

Welcome to the third crack at a decent Compunet section in the hallowed pages of ZZAP! The problem with the earlier efforts, and the reason why they ultimately failed, was the reason so many 'netters give me — too much demo coverage. After all, Compunet is not all demos — as you'll see over the next few months.

What I hope to give you is a light-hearted but informative look at the twilight world of the 'netter — a world in which daytime has no meaning (some of these people stay on until four in the morning!) but where everyone has their own views and opinions.

And that's another factor where hopefully Here Comms *Randy* will grab a few brownie points. Interactivity is an integral facet of Compunet, and will be echoed in this section. So don't expect to read only my side of the coin — anyone is obliged to throw their oar in, so to speak.

Right then, you know what to expect (or do you?), let's get right on down to some mean logon stuff, me hearties!

FED? DON'T TAKE ME FOR A MUG!

Federation II (or *FED*, as it is affectionately known to it's participants) is the latest MUG to hit Compunet. 'What's a MUG?' I hear you wail pitifully. A large drinking utensil? An exceptionally gullible fellow? No, a MUG is a game (usually an adventure) in which you particpate along with other computer users in the same quest, via the telephone line and a modem.

So, after finding said comms peripheral under a small pile of rotting ex-Zzappers and wiping it down with a damp cloth, it was placed precariously into the back of the 64, a few taps on the keyboard, and hey presto, easier than pummelling a child's brains in with my baseball bat.

Federation II is set in the future. You play the part of an inexperienced young groundhog, whose ambition in life is to make lots of cash and become very, very important in later life — Emperor of the galaxy, for instance. And while it sounds incredibly tough, it is. Because all those other folks who are playing the game will be out to stop you in the nicest possible way. And that's the great thing about *FED*; everyone is really friendly and helpful, even when they're blowing seven bags of it out of your spaceship.

Status is the all-important factor in *FED*, with the higher levels having more privileges than those lower mortals. A high standard of life, however, entails a lot of hard work at the beginning, such as paying off a huge spaceship loan from the bank, rushing around seeing to everyone else's whim and fancy, and trying not to annoy the other players. After the initial chores and general dogsbodying though, you can settle back, pester the other low level players, and begin to adventure a little.

Although being a fun game to play, *FED* is rather expensive at £1.50 per hour (plus the phone charges), and does seem rather cliquey at the moment, with the same people on night after night. That said however, they do come to your help often when you fall into a spot of bother. All in all, three factors will ultimately determine your enjoyment of this unusual adventure:

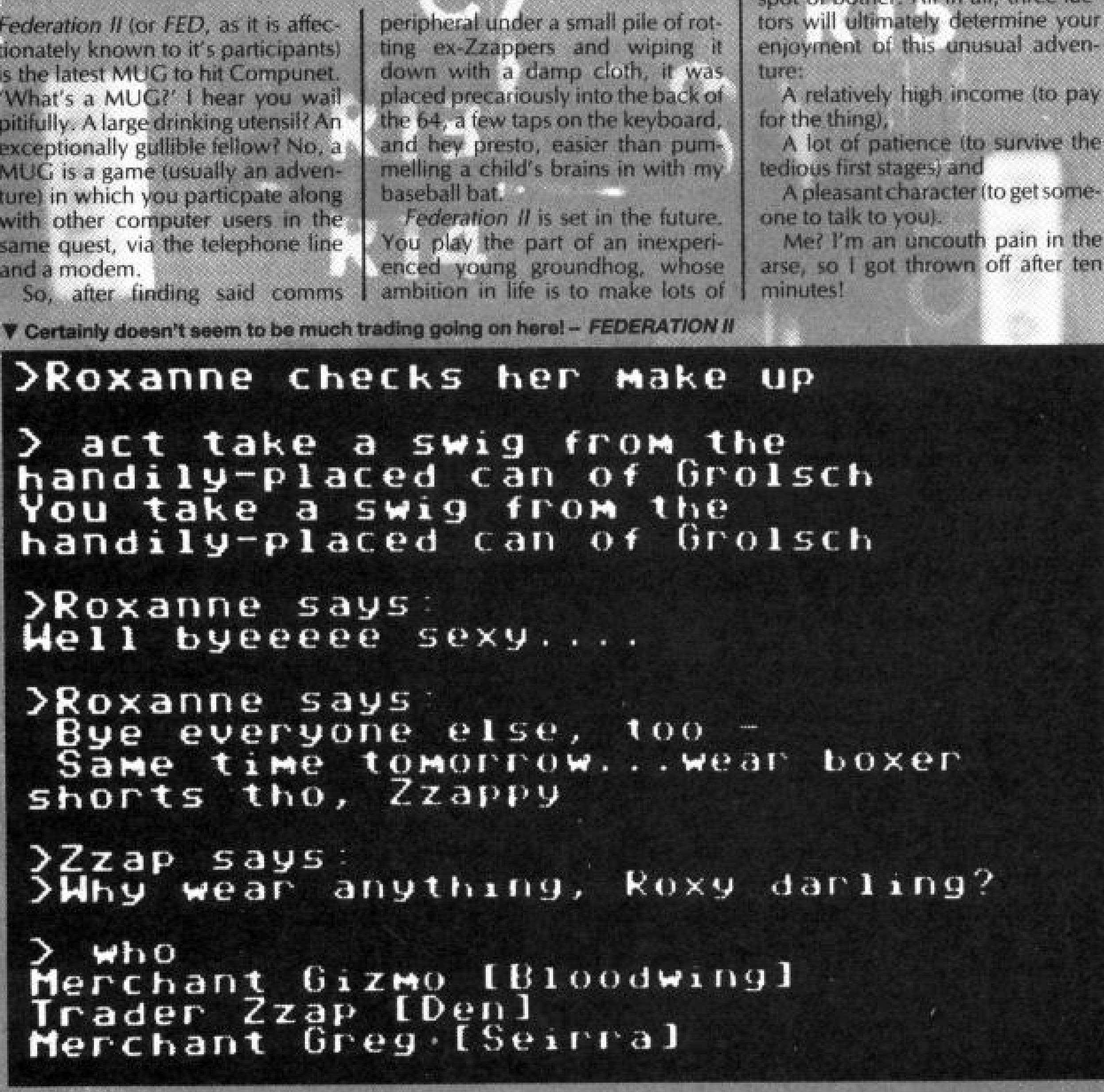
A relatively high income (to pay for the thing),

A lot of patience (to survive the tedious first stages) and

A pleasant character (to get someone to talk to you).

Me? I'm an uncouth pain in the arse, so I got thrown off after ten minutes!

▼ **Certainly doesn't seem to be much trading going on here! — *FEDERATION II***



BUT WHY HEAR ONLY MY SIDE OF THE STORY?

You've read the review, now let's have a little 'tête-à-tête' with the bosses of *Federation II*: **Clement Chambers**, big cheese at CRL, and the game's programmer, **Alan Lenton**.

WHEN DID FED BEGIN, AND WHO HAD THE IDEA FOR A GAME OF IT'S TYPE?
The game first ran in January 1988. Alan is the creator, inventor and programmer.

SO, CLEM, WHAT IS YOUR INVOLVEMENT IN THE GAME?
I played it so much that I became convinced of its enormous potential to become the first computer game to enter the arena of mass entertainment. Having discussed my thoughts with Alan, we agreed that I would market the game. In a nutshell I am *Federation II*'s galactic salesman!

YOU'VE OBVIOUSLY GOT A HEFTY TASK ON YOUR HANDS THEN. ALAN, HOW LONG DID THE MUG TAKE TO PROGRAM?
It's been under constant development since August 1984, when I completed the preliminary design on a canal holiday. It's been an ongoing project ever since.

SO FED MUST BE A PRETTY SPRAWLING WORLD, THEN. EXACTLY HOW BIG?
800 locations, with 90 objects and mobiles. At this very moment the first players are reaching the levels where they can create their own planets with their own economies and political systems.

GOSH AND GOLLY! BUT FED IS PRETTY MUCH A 'CULT' FIGURE AT PRESENT. DO YOU HAVE A REASON FOR WHY THIS IS SO?
Quite simply, the game is a cult because most people don't have access to it. For the time being, only the 'crème de la crème' can play. I plan to change that!

£1.50 IS A LOT TO FORK OUT FOR AN HOUR ON FED. WHAT'S THE EXPLANATION FOR THE PRICE POLICY, CLEM?
Well, the French pay £6 an hour for their multi-user games, the Americans £4-£5. Therefore £1.50 isn't that expensive. How many games could you say you can play for more than 13 hours? Some, I grant you, but not many. The fact that people play 1000 hours shows just how good the game is. Every minute is so good you live it, and what you get out of it makes it cheap. After all, it's not just a game, it's an existance, a social experience, Dataspace. Try having a good time down the pub with your mates at £1.50 an hour, or going out for an evening for less than a tenner. *Federation II* is cheap when you realise just what you're dealing with. If you consider the word Dataspace for a few minutes you'll appreciate what I'm raving about. The players are my proof – while they play, they a part of a real, alternative universe. £1.50 an hour is a cheap ticket to the stars.

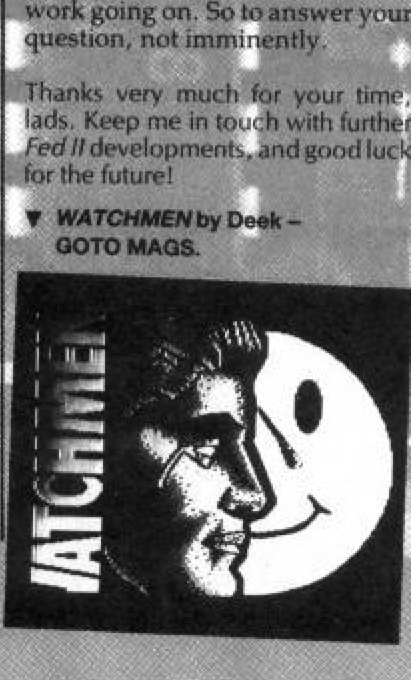
CONCISE, CLEM, VERY CONCISE. I FOUND THAT HAVING TO DO A LOT OF TRADING AT THE BEGINNING IS RATHER DULL, AND (IN MY OPINION) A WASTE OF TIME AND MONEY. WHY THE NEED FOR SO MUCH OF IT, THEN?
It cannot be underestimated how much experience is required for the higher levels. I don't just mean game statistics, I mean understanding of other players, alliances, influence over player grouping, prestige, etc. All the sort of things one needs in the real world. You can't buy that, you need to learn it by experience. If you go into the higher levels without that experience, you'd just get into trouble.

WHAT PERSUADED YOU PERSONALLY, CLEM, TO BECOME INVOLVED WITH FED?
I thought it was the best game I'd ever played. What else could I do but become involved?

AN UNBIASED VIEW THERE, MATE. FINALLY, DO YOU HAVE ANY MORE MUGS IN THE PIPELINE?
Federation II has a lot of development still to go, maybe another five years. The macro-political structures have to go in, as has galactic economic modelling. The player planet-construction system has just been completed, while fine-tuning carries on all the time. If you had played around 2000 hours, you'd be waiting for some planet-building tools. But for most players, who are still working upwards to that point, they wouldn't know that there's work going on. So to answer your question, not imminently.

Thanks very much for your time, lads. Keep me in touch with further *Fed II* developments, and good luck for the future!

▼ ***WATCHMEN*** **by Deek – GOTO MAGS.**





▲ You too can bathe with this woman – *Psy* from PartyLine.

IT'S DEMO TIME!

DEMO: SINUS HACKS
AUTHOR: RAMTEK
GOTO: IMPORT
SIZE: 202 BLOCKS

This mega music hack by Ramtek begins with a charming piece of music and text in the form of a tribute to the writer Phillip K Dick (*Blade Runner*). After pressing the Space bar, the *Rambo* tune by **John 'Chroid' Dunn** plays, and the screen builds up, displaying a Ramtek logo at the top, a giant colour bar in the centre and two colour bars circling around the large one. Two Smileys ask the viewer to press Space, so here goes . . . Errm, I can't read this, it's in some foreign language. Oh well, 'Press Space' again, to access THE MAIN PART!

A nice pattern repeatedly draws itself, then erases and draws continuously. WOW! It is named HAM SINUS because it flickers rather like Interlace mode on the Amiga . . . Hey! That doesn't make sense! They obviously don't know their HAM's from their Interlaces!

There are a mind-boggling 14 tunes to choose from within the demo, each with their own pattern on the HAM Sinus . . . and of course the ever-faithful scrollytext at the bottom!

I must say that the music in this demo is amazing, incorporating STARBALL by **Chris Huelsbeck** (which is not the same as the one by Jeroen Tel, by the way), and all the tunes from PLATOU by two guys from Europe whose names escape me at present. The PLATOU music is one of my current favourites, so this demo scores highly in my book!

GRAPHICS	**80%**
SOUND	**92%**
ORIGINALITY	**75%**
OVERALL	**82%**

Review sent in by **DEEK**

NETTERS CAUGHT IN THE NET!

Something that hasn't been done before, so this section is very experimental at the moment. In 'Caught in the Net', I'll let Compunet users tell you a bit about themselves, their likes and dislikes, and that sort of thing. If you like it, it'll stay in. If you don't, it'll go. It's as simple as that!

My current ID is **AL17**, and my name is **TDM**. But that's not my real name, that is **Robin Lennon**

I possess an old and trusty C64, which I will keep for ever as it's just about the best computer around, and a new Amiga 500, which is the second best ever computer (only because I can't code on it yet (well, not very well!)).

I first joined Compunet ages ago, to get my hands on all of those cool demos and get to some of the famous people I had heard of (Stoat & Tim, Ian & Mic, Ash & Dave). I was amazed when I found out that **Ash & Dave** lived only about 10 miles from me!

My dream was to start up my own demo-group, which I did (**System Design**), and to become as famous as all of those other great big demo names. I never succeeded, probably because I only wrote about 3 demos! I still have my own DIR (goto SYSTEM) in which I upload any really good demos that I find (mainly imports!).

Well? If it all seems a little shaky, that's because I had literally days to put the whole thing together. Hopefully, when everyone gets into the swing of things, so to speak, we'll all begin to notice something weally wadical. So, until next time, good friends, I bid you a fond au revoir.
And don't forget, netters, you can check out the ZZAP! dir on Compunet at any time – GOTO ZZAP or GOTO MAGS . . . !



With the crazed trio of Houghton, Hamza and Evans finally disposed of, all is peaceful and serene at ZZAP! Towers this month . . . or it would be, had I been able to 'persuade' that most evil of Nature's creations, Paul Rand, to tag along with them.

However, plans are underway. A challenge is planned which could seal his doom and return this foul entity to the belly of whichever warped denizen it arose from. Meanwhile, I shall partake of another shot of Harpic Twister, while you peruse the points of the poseurs on this page.

720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Philip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
210,500 Ian Taylor, Wollongong, Australia
148,200 John Flower, Victoria, Australia

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace)
1,100,250 Adrian Brooks, Lichfield, Staffs
518,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield

BARBARIAN II (Palace)
289,000 John Turkington, Carrickfergus, N Ireland
279,950 K Mackray, Marsa, Malta
246,060 Alex Shaw, Worcester, Worcs

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts

BEAT IT (Mastertronic)
1,350,070 Peter Samaon, Victoria, Australia
813,510 Dean James, W Bromwich, W Mids
794,110 Johnny Marr, Peckham, London

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,150,620 A Barnett, Spencely, Salop

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire
8,215,420 Simon Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

COMBAT SCHOOL (Ocean)
447,920 Suhaib Kiani, Rawalpind, Pakistan
375,430 Mark Fontana, Burton-on-Trent, Staffs
325,980 Mark (The Circus), Swindon, Wilts

COSMIC CAUSEWAY (Gremlin Graphics)
998,713 Dale Miller, Peterborough, Cambs
994,123 Ben Johne, Penzance, Cornwall
887,460 Gavan Flower, Wallibee, Australia

CYBERNOID (Hewson)
138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)
6,130,726 Kuddly Bix, York, N Yorks
5,764,176 David Petyt, Wakefield, W Yorks
3,608,450 Justin Moy, Crawley, Sussex

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GREAT GIANA SISTERS (Go/Rainbow Arts)
94,710 Richard Ramsey, Gilmerton, Edinburgh
92,475 Andrew Rawley, Billericay, Essex
91,044 Lars Andresen, Broens, Denmark

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Coydon, Surrey

GUNSHIP (Microprose)
750,026 D Mothersole, Bishop's Stortford, Lancs
327,670 Paul Köster, Olpe, Germany
325,390 Matt Heaton, Berkhamstead, Herts

HAWKEYE (Thalamus)
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Jonathan Green, Peterborough, Cambs
2,456,250 Casey Gallacher, Calcot, Reading

HUNTER'S MOON (Thalamus)
631,475 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland
618,450 Lee Laurenson, Lerwick, Shetland

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yoevil, Somerset
356,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)
112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, W Mids
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE + (System 3)
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middx

IO (Rainbird)
1,200,170 Jeremy Dagder, Adelaide, S Australia
609,570 Bruni Francesco Tagliamento, Italy
496,290 Nick Kennedy, Gunnislake, Cornwall

LAST NINJA 2 (System 3)
1,146,880 Stef Spikker, Deventer, Holland
999,560 Garry Green, Oakworth, W Yorks
869,720 Lee Knowles, Halifax, W Yorks

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
204,340 Richard Ramsey, Gilmerton, Edinbugh
197,260 Liam Dysrant, Harrington Square, London NW1

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
1,321,485 Richard Pembridge, Wirral, Merseyside
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2,470,584 Marc Hodge, Selby, N Yorks

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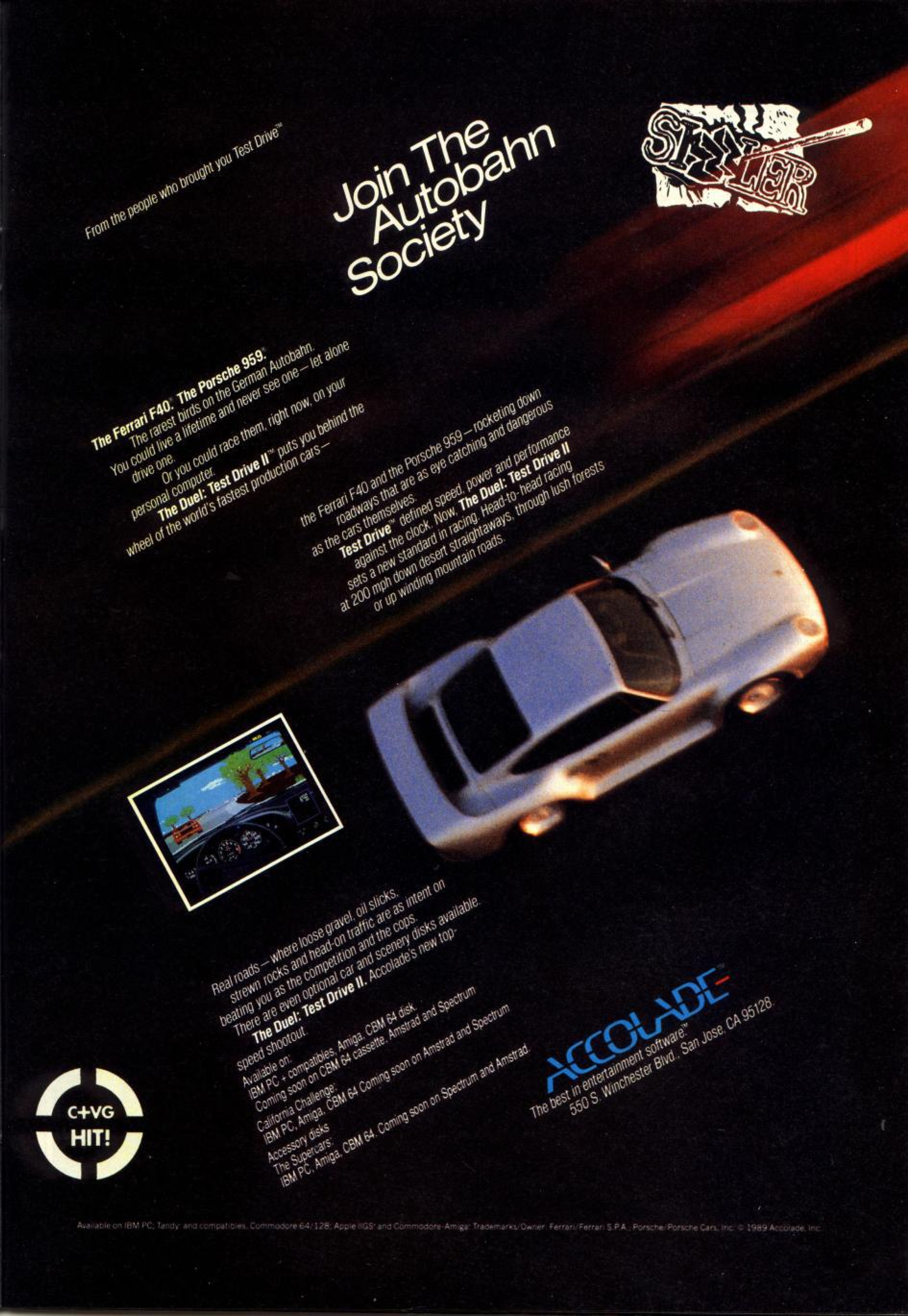
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ZZAP! BUDGET

Cor Blimey!

THE BUDGET BIT!

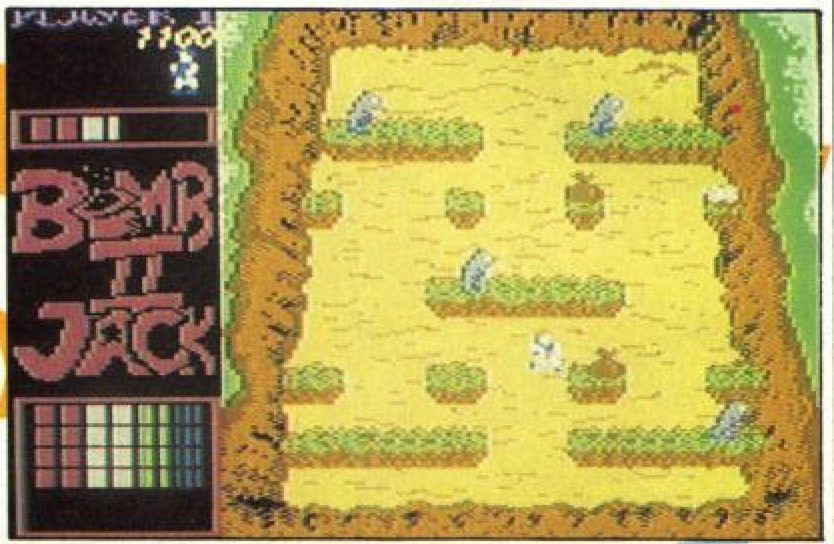
BOMB JACK II
Encore, £1.99 (Rerelease)

Jack's back! And he's still collecting bombs! But that's not all he's doing! And why am I typing all of these exclamation marks! Following the Bomb Jack tradition, you control the stunted, flying super–hero. Played in quasi–3D as opposed to the rather flat dimensions of the original, your aim this time is not to defuse the explosives left lying casually around a series of platforms. No, this time it's to collect bags of treasure, left lying around a series of platforms.

However, life is never simple. I mean, you do have to take the rough with the smooth, you know. For, although you get the opportunity to make yourself dead rich with all this lovely dosh, stalking the platforms are nasty vicious dinosaurs, intent on pushing you over the edge, and sealing your doom!

While the general presentation and overall gameplay of *Bomb Jack II* is admirable, with detailed (though admittedly miniscule) sprites and colourful backdrops, the game lacks the 'cutesy–pie' factor, so noticeable in its predecessor. Saying that, *Bomb Jack II* is a title worthy of attention if you were a fan of the original, and definately high in the value–for–money stakes at its new budget price

OVERALL 81%



STREET CRED BOXING
Players Premier, £2.99

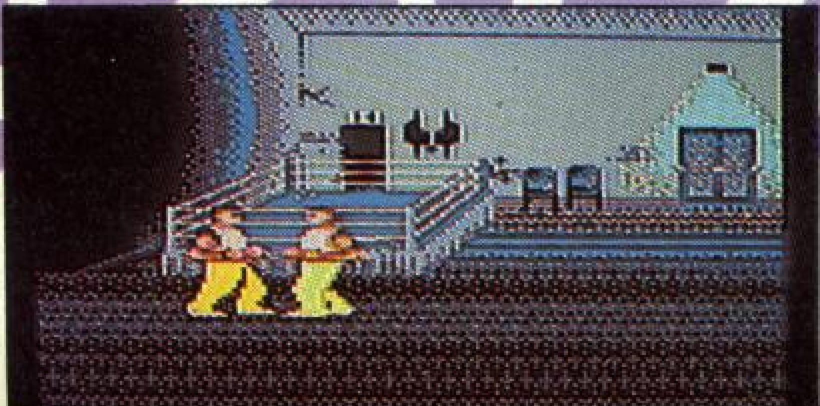
Biff! Punch! Thwack! And various other equally hard and destructive noises! Joe Lebrinskis, manager of the world famous East Side Boxing Gym, has gotten himself into a spot of bother with the local street gang, and now they're gunning for him. They want fifty grand from him, and they've sent out the 'collection boys'.

Of course, fifty thousand greenies isn't something you want to part with lightly, so why not train upsome of the boys to go out and deal with the oncoming heavies?

A three part program, the first section sees you in the gym. The upper region of your body is shown, as well as a punchbag. The aim is to wiggle the joystick until the 'gloveometer' at the bottom of the screen enters the yellow. Each time that occurs, you pass the test, and are given the chance to train up another fighter, of which five are available.

Next is the sparring session – here you'll find out just how well your boys have done their training. It's just you against the other fighter, winner stays on. The final load (for this is a multiload program) puts your gang out onto the streets of the mean, lean East Side, facing the onslaught of the enemy fighters. Hit them as hard as you can, dodge their attacks, and you'll win the day and keep your cash! Or at least you will if you have a severe sight problem; so that you don't notice the poor quality characters. The only aspect of *Street Cred Boxing* worthy of any praise, really, is the bouncy soundtrack on the title screen; most of the other sonic 'delights' aren't. Delightful I mean. What a start for Players' £2.99 label!

OVERALL 26%



KOKOTONI WILF
Encore, £1.99 (Rerelease)

Personally, I think time travel is over–rated. I mean, who wants to go whizzing around all ages, finding out what's going to happen in the future, having to sit and listen to all your relatives when they're as old as the bloody hills? Mind you, it would be handy to catch the pools results before the matches are played!

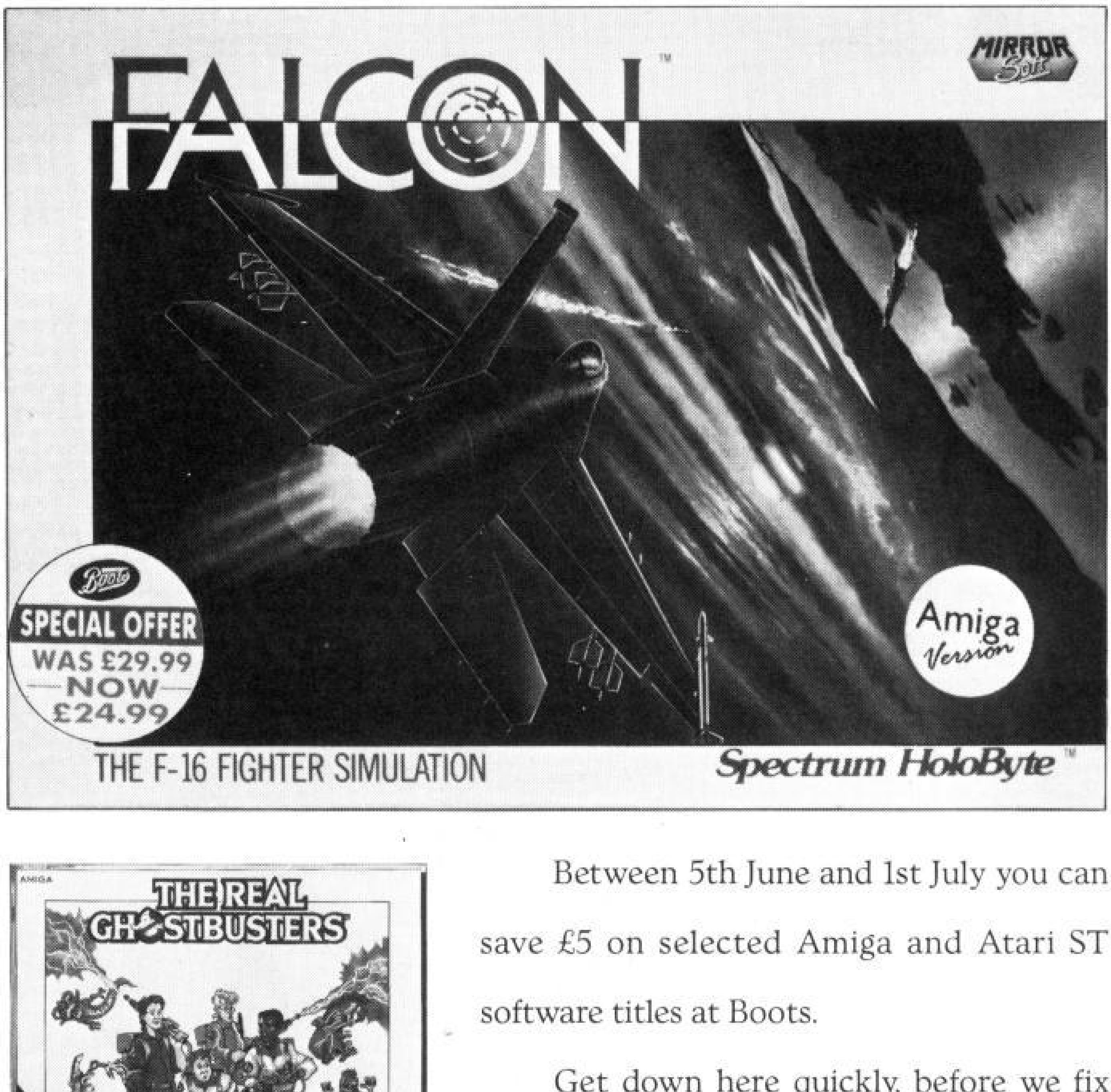
Ulrich, on the other hand, has no such thoughts in his head. All he wishes to do is find all the pieces of the Dragon Amulet, making him a more powerful wizard than he is at the moment. Of course, these fragments are scattered through time (surprise!), and old Richy doesn't want to go whizzing around himself. So he sends his trusty manservant, Wilf. With only a pair of magic wings, given to him by the magician, Wilf sets out on his quest. A quest which will take him, and you, on a mission through time, braving the onslaught of anything that the fourth dimension can hurl at you.

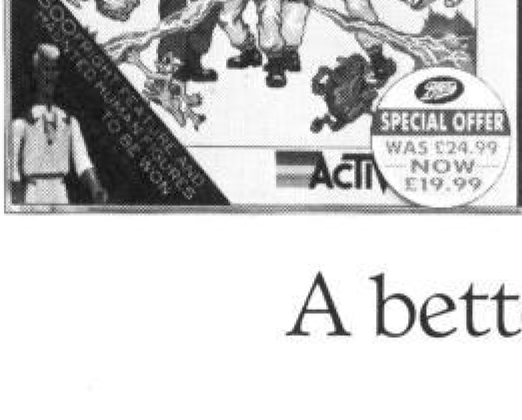
The best way to describe *Kokotoni Wilf*, I suppose, would be to say that it's sort of *Jet Set Willy* with wings. It's very much in the platforms and ladders mould, but instead of climbing up and down ladders, you have wings strapped to your shoulders. A novel idea, I think you'll agree. While graphically pleasing for a game of its age, I must say that colour has been overused throughout, especially when you see things such as scarlet dinosaurs! Another annoying aspect is that the difficulty setting is way over the top, demanding absolutely precise reflexes. *Kokotoni Wilf* does have its flaws, yet proves extremely difficult to leave alone. The flying is a novel approach, and that along with good presentation, should make it a success in the high street.

OVERALL 77%



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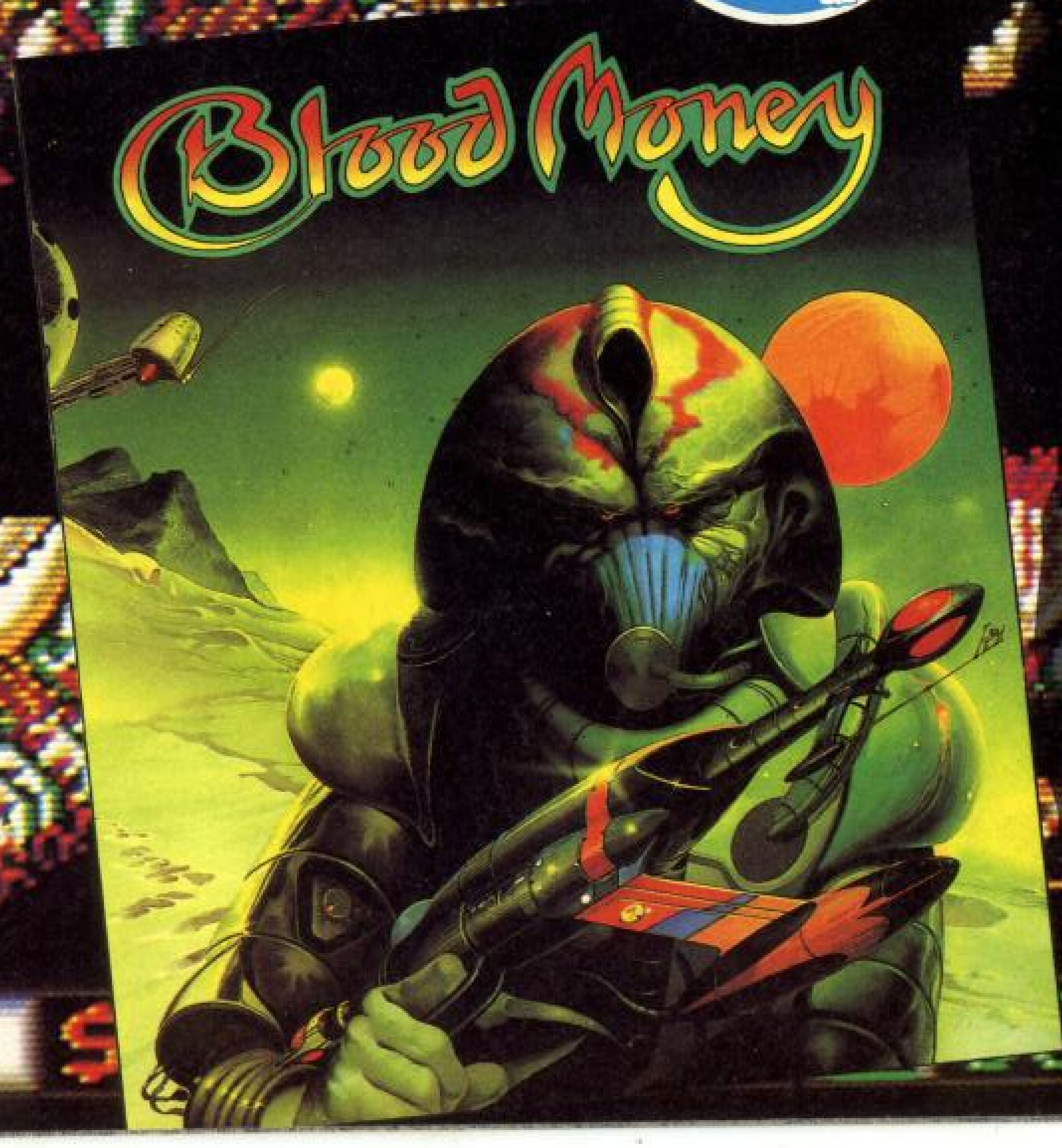
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We haven't forgotten the runners–up, either. FIVE lovely readers will receive the **ENTIRE COLLECTION** of Psygnosis software for their Amiga, as well as tickets to the PC Show!

So, get that Deluxe Paint package booted up, Agnes, and get down to business! When you've completed your masterpiece, bung the disk in a jiffy bag, and send it to: **ARTY FARTY PSYGGY COMP, ZZAP! Towers, PO BOX 10, Ludlow, Shropshire SY8 1DB.**

Closing date is August 10, so that gives you a bit of time to get your mouse into action! Normal rules apply.



RANDY SAYS — TIPS OOT FOR THE LADZ!!!

DID YE HOY TABS AT MY MUTHA, LIKE?

Well I knew Maff thought I was a bit daft, but I didn't think he'd up and leave me! Oh well, such is the way of the Lord, so they say. Hello, ladies and gents (and those of you who don't know any better – old Tarby joke) and welcome to the first installment of **Tips Oot For The Ladz**. Well, what do you expect from a Geordie, niceties?

But don't think that because I'm an uncouth North-Easterner you'll be getting a rough deal in the cheats department. On the contrary, in fact. Let's see what we have in this, my debut. The only definitive guide to *Rocket Ranger* on both 64 and Amiga, as well as a veritable abundance of general hints, pokes and listings for 8 and 16-bit!

Yes pet, it's all here. So don't watch that, watch this!!!

OOH LUVVY, DON'T POKE ME THERE!

Not only a camp title, but the section for all your pokes, be they reset switch one-liners or four foot listings, you'll find something of value here. And if you don't, well, as Den would say, tough.

SCARY MONSTERS (Firebird)

Monsters don't bother me (I'm too hard for that) but if you're feeling more than a little peeved at losing all your smart bombs and men in this gruesome gadgi, try these reset switch POKES from that man-jockey himself, The Breaker

POKE 45719,165 (RETURN)
POKE 45860,165 (RETURN)
for infinite lives
POKE 43765,165 (RETURN)
for infinite smart bombs
SYS 4096 (RETURN)
to restart the game

DRAGON NINJA (Imagine)

A trio of cheats from those especially sexy Essex lads, Willis and Chargy. **Type in and save the listing for future use, and infinite lives, energy and time are available exclusively to you!**

```
0   PRINT CHR$(147)
10  REM DRAGON NINJA
    POKE BY WILLIS AND
    CHARGY
20  DATA 32, 86, 245, 169, 32,
    141, 84, 3, 169, 166, 141, 85,
    3
30  DATA 169, 1, 141, 86, 3, 96,
    72, 77, 80, 72, 169, 163, 141
40  DATA 122, 128, 169, 0, 141,
    76, 130, 104, 173, 32, 208, 96
50  FOR X=400 TO
    437:READY:C=C+Y:POKE
    X,Y:NEXT
60  IF C=4015 THEN POKE
    157, 128:SYS 400
70  PRINT "DATA
    ERROR!":END
```

PURPLE HEARTS (CRL)

Mark Goodinson **throws his two-penneth in with these reset switch jobbies for the so-so CRL game. Load and reset the computer, and away you go, my son.**

POKE 6466,173 (RETURN)
infinite lives player one
POKE 796,173 (RETURN)
infinite lives player two
POKE 19803,189 (RETURN)
unlimited ammo
SYS 3072 (RETURN)
to restart the game

FRIGHTMARE (Cascade)

Fine, okay, so maybe I'm going back a bit with this one, but Hexy and Jack of The Cheaters **have gone to a lot of hard work with this one, so pay attention. Load and reset the game, and take your pick from the plethora of pokes below.**

POKE 21829,169:POKE 21830,0:POKE 21831,234 (RETURN)
disables sprite collision
POKE 21839,173 (RETURN)
gives infinite lives
SYS 16384 (RETURN)
to restart the game

ROBOCOP (Ocean)

A thousand pardons to all you poor people who tried the listing a couple of months back and found it didn't work. However, this teensy little reset switch POKE from Mark Goodinson **in Rotherham, South Yorkshire should be enough to get you past the various nasties in this canny blast-'em-up.**

POKE 44416,0 (RETURN)
SYS 32768 (RETURN)
gives the metal militia–man unlimited energy, which should keep you out of trouble for a while, at least.

PLATOON (Ocean)

Willis and Chargy **again, this time with assistance on that hot film tie-in. Simply type this little lot in and hey presto, more lives than Vietnam had casualties!**

```
0   PRINT CHR$(147)
10  REM PLATOON POKE BY
    WILLIS AND CHARGY
20  DATA 32, 44, 247, 32, 108,
    245, 169, 51
30  DATA 141, 196, 2, 169, 2,
    141, 201, 2
40  DATA 76, 167, 2, 169, 74,
    141, 111, 1
50  DATA 169, 2, 141, 112, 1,
    169, 88, 141
60  DATA 211, 2, 169, 96, 141,
    114, 226, 76
70  DATA 81, 3, 169, 81, 141,
    196, 2, 169
80  DATA 3, 141, 201, 2, 169,
    222, 141, 114
90  DATA 226, 169, 173, 141, 54,
    189, 141
100 DATA 16, 189, 141, 211, 189,
    169, 0
110 DATA 141, 114, 189, 76, 0, 4
120 FOR X=544 TO 619:READ
    B:POKE X,B:C=C+B:NEXT
130 IF C=8748 THEN SYS 544
140 PRINT "DATA
    ERROR!":END
```

LAST NINJA II (System 3)

Now here's a big, long listing for that sizzling martial-arter, sent to use by a very nice chap, Mr A Essex **who hails from Leicester. It'll cause a few blisters but the results will be worth it. RUN when it's all in there (save it first, though, don't want to type it all in again, do you?) for never-ending ninjas on all but the final confrontation.**

```
0   PRINT CHR$ (147)
10  FOR I=304 TO 431: READ
    A$
20  L=ASC (LEFT$(A$,1)):L=L
    – 55: IF L<55 THEN L=L+7
30  R=ASC
    (RIGHT$(A$,1)):R=R – 55
    :IF R<55 THEN R=R+7
40  V=(L*16)+R:C=C+V:
    POKE I,V: NEXT
50  IF C<>14491 THEN PRINT
    "DATA ERROR":END
60  PRINT "SAVE LISTING FOR
    FUTURE USE"
70  PRINT:PRINT "SYS 373 TO
    START"
100 DATA A9, AD, 8D, 50, 92, A9,
    3C, 8D, 5E, 17
110 DATA A9, 03, 8D, 5F, 17, A2,
    24, BD, 4F, 01
120 DATA 9D, 3C, 03, CA, 10, F7,
    A2, 12, 4C, F3
130 DATA 3F, A5, EC, 29, 0F, AA,
    BD, 54, 03, 8D
140 DATA 50, 03, BD, 5A, 03, 8D,
    51, 03, A9, AD
150 DATA 8D, FF, FF, 4C, F3, 3F,
    50, 52, 6C, 99
160 DATA BB, 0F, 92, 8F, 7C, 8A,
    8B, 90, 00, 20
170 DATA 2C, F7, 38, A9, AB,
    8D, B1, 03, A9, 8A
180 DATA 8D, B2, 03, A9, 69, 8D,
    B3, 03, 20, 6C
190 DATA F5, A9, 99, 8D, 40, F2,
    A9, 01, 8D, 41
200 DATA F2, 20, BF, 03, 60, A9,
    BF, 8D, B2, 03
210 DATA A9, 03, 8D, B3, 03, A9,
    30, 8D, 09, 14
220 DATA A9, 01, 8D, 0A, 14, 4C,
    64, F1, FF, FF
```

ORION (Rack-It)

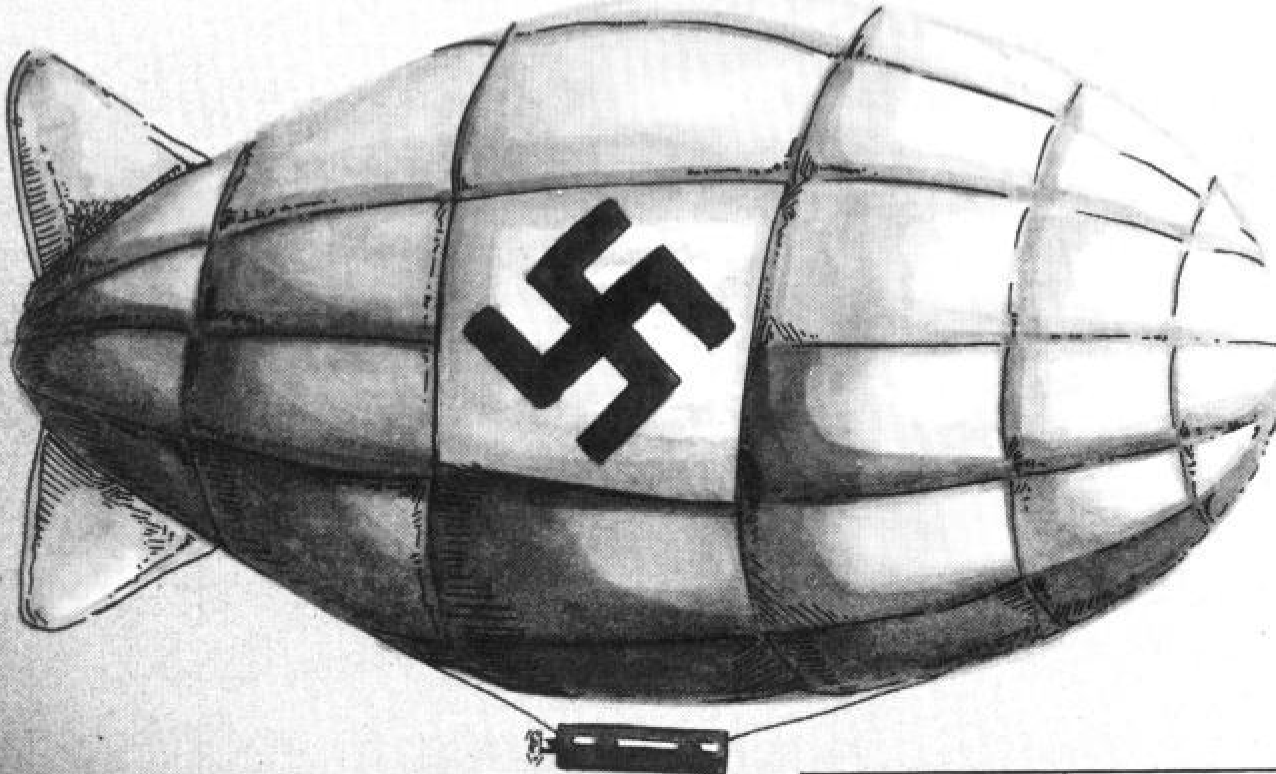
I was talking to the programmer of this on Compunet's PartyLine a couple of weeks ago (hi, Jay!) and he hassled me due to the bad review it got in ZZAP!. So I blamed someone else! Anyway, here's a tad of an infinite lives listing from The Breaker.

```
0   REM ORION INFINITE
    LIVES BY THE BREAKER
10  FOR I=272 TO 308:READ A:
    POKE I,A:NEXT:SYS 272
20  DATA 32, 86, 245, 169, 32,
    141, 240, 3
30  DATA 169, 1, 141, 245, 3, 76,
    167, 2
40  DATA 169, 45, 141, 199, 227,
    169, 1, 141
50  DATA 200, 227, 76, 0, 224,
    169, 165, 141
60  DATA 192, 22, 76, 27, 8
```

Just lob in the listing and then type RUN. It's that simple, innit?

THE DEF GUIDE TO ROCKET RANGER

(Mirrorsoft/Cinemaware)



SOLUTION from A. Clarkson, Bury, Lancs.

THE ZEPPELIN

First Section

Easy. Shoot the torpedoes quickly to reach the airship faster. It is impossible to destroy it at this range.

Second Section

Keep firing down to a minimum. Don't shoot if you risk hitting the Zeppelin. If you feel lucky, or are a particularly good shot, you could attempt to take out the gunner, although it is recommended to concentrate on the torpedoes, either by shooting or dodging them.

Third Section

With RR positioned below the Zeppelin, shoot to hit a point just beneath the gondola. Remember that your shot continues to travel up the screen even when it is out of your view. If you are hit by a torpedo at this stage, don't fire – it will knock you off course. Don't rush things – although there is a time limit (when the airship reaches Germany you have failed) one hasty shot could seriously impair your chances of success.

Once you spot the little green flash, stop firing and dodge the remaining torpedoes. You will now enter the gondola.

ABOVE THE WAVES

Miss Barnstorff will ask you where you came from. Either tell her that you are on a mission from God, or that you flew in without a plane. 'Great! A comedian!' she will exclaim. Select 'You'll never believe me . . . ' and cross your fingers. If the Prof decides to give it a try, skip the next bit. You've just got a ride home. If that doesn't work, say 'I oughtta teach you . . . ', and when asked what you are waiting for, say 'Zeppelin flying lessons' and cross your fingers. If unsuccessful, you will have to start the conversation from scratch. Select 'You'll never believe me . . . '. That should do the trick. If not, choose 'I oughtta teach you . . . ' again and explain that you took the scenic route. 'We could have been killed!' she will yell. Change the subject by saying 'Let's head for home.' Barnstorff will mumble 'This thing won't fly itself . . . ' and off you go.

RAIDING

Takeoff

Press the fire button when RR's foot is directly underneath him for the best results (but mind the blind seagull!)

Night Approach

This leads to the desert base. Shoot into the path of the ack-ack batteries. When they fire, a small, red dot rises from the gun, then disappears, reappearing further up the screen as a much larger blob, before exploding. Keep an eye on those small dots to determine where the explosion will take place. If your mission to rescue the Barnstorffs proved unsuccessful they may have been taken to the desert base. Do not bother with them, as the Zeppelin is the only section where they can be rescued. Should you be unlucky enough to arrive at the same time as the Barnstorffs you will be captured. Tell Hitler to eat babies, and you will later escape to a nearby country. Once the Barnstorffs have been transported to the moon, you can safely raid the base.

THE MOONBASE

On obtaining the final rocket part, proceed to the fuel depot and load 500 units of lunarium into the rocket, emptying your pack if you need to.

Go to the rocket lab and watch as the ship is built. If the launch checklist shows two ticks, press the button to takeoff. You will find yourself in the Mine, where you have to shoot the amazons from the platforms in similar fashion to the South America temple sequence. To hit them, stay down until the girls on the left cease firing, then move over and shoot them. Be quick, as they will escape on ropes and return. Repeat the process, carefully, for those on the right. Don't forget that your vision becomes impaired due to the effects of the lunarium, so hurry. If you succeed, the world is saved. Act too slowly, and you succumb to the lunarium, the Nazis reach the White House, and you fail.

BASES

One lunarium base (the temple) is usually in South America, and since S.A. consists of only four countries, it's relatively simple to locate. Organise resistance so that the partisans can ship it back to Fort Dix.

The desert base is usually in Africa. Somewhat harder to locate, this is the prime launch site for Nazi rockets. Again, get some resistance organised.

Note that if you reset and reload the game, the bases could move to different parts of the world. Always switch off at the power supply before you load.

Three rocket bases are positioned at the start of the game, which you must raid yourself. Once you have obtained the three rocket parts another base will pop up someplace. When you raid this (and be pre- pared for a fight) another one will appear. A message will indicate when you have collected all five pieces. Now and again, however, the nosecone and cockpit could show up when you locate the front section.

FISTICUFFS WITH FRITZ

Wait until the Nazi lowers his guard then, holding down the fire button, move the joystick. All four hit types have a similar effect on the enemy's strength. Your two parrying moves are pretty useless on their own, so don't use them. Remember, you can't hurt the guard while his hands cover his face.

Each time you fight, the man becomes harder to knock out. Avoid visiting the same base twice as you will only obtain Parfum Frances as well as pushing up the difficulty level needlessly. The final guard is tricky. Try pushing the joystick up until his hands drop, then press the fire button. The effect is virtual invulnerability.

Once you have stolen the final piece of the rocket, the guard is heard to mumble something about 'eyes'. A clue, perhaps?

HEART OF THE JUNGLE

Immediately go to either the left or right hand side of the screen, pulling back on the joystick to duck. If a gun port opens up above you, push forward and shoot. Aim to hit the top left part of the open port and after destroying it, wait for an adjacent part to open. When you have disposed of all four ports on one side, proceed to the other four, using the same tactics. You won't get shot if you keep your head down and, after removing the threat of the gunners, you will progress automatically.

HERO WORSHIP

Any subsequent visits to the Zeppelin will result in a different conversation, Miss Barnstorff saying 'About time you got here, Mr. Hero.' Explain that you would be happy to leave, and when she mutters something tell her that you only wish to help.'But we could have been killed!' will be the reply. Say 'Let's head for home.' The Prof will mumble 'This thing won't fly itself' and you will return to the States.

THE WAR ROOM

Your best bet is to keep all of your agents under a low profile. If any of them are killed immediately after your return from the Zep, get killed and begin again.

Spread your agents out. Not only can they detect bases in the countries which they are assigned to but, to a lesser extent, in adjacent locations too. Note that if there is a high level of activity in a particular country, the agent there may want to keep his head down while the Nazis are around. When your agent is ready to report, click on his country and remove him. Read the report (which is still accessible) then return him to his country.

If you have only one agent remaining, but have four rocket parts and are about to assemble, put him on high profile. It is extremely rare to have your last agent captured. Once a country has been infiltrated, instruct your agent to form a resistance group if either:

That country is free;

It has a lunarium base in it

If a country has a rocket base in it, don't organise resistance unless it is free. Also, don't organise resistance if that country is about to be captured, unless of course it has a lunarium base.

Don't leave agents casually lying around. Always have them doing something. Once a country has been infiltrated, nothing will appear there for the rest of the game (except for the last two rocket bases – more of that later)

ME 109'S

Move RR to the top centre of the screen. Don't fly in front of the 109s, unless you really must.

If the planes appear at the bottom and progress upwards perfectly vertical then it is safe to remain at the top. Hold down the fire button to take them all out. If they rise at a slight angle, however, it is likely they will hit you, so get out of the way. Note that in the first instance the 109s don't shoot. They do in the second.

In all other attack formations, stay as far away as possible, occasionally picking off the first or last in the group. You can take two hits, the third knocking you out.



GIVE US A CLUE!

with *Lionel Rand*

Need a quick and easy way to get through your favourite shoot-'em-up, arcade adventure or RPG? You'll find all those key-press cheats, high score table hints and tape-fiddling tips in this section. And who knows, maybe the odd map or solution now and again!



THRUST (Firebird)

Stephen Darbon-Alperton, **he of the two-barrelled surname, informs me that his birthday is on the 15th November. As an early birthday treat to you, Stephen, I've decided to print your hint for this all-time budget classic.**

Load the game and hold down the SPACE and RUN/STOP keys for a while. Let go, and the high score table should 'go weird' (Stephen's words, not mine). Start the game with extra lives and a VERY high score.

Stephen also remarks that he loves Kati. I'll let her know.

ELIMINATOR (Hewson)

Passwords seem all the rage in games at the moment, so it comes as little surprise to find some in the tips bin this month. Waz **from Longsight in Manchester is the sender, which is a particularly nice thought on his part.**

Level	Password
2	AGONIC
3	BLONDE
4	CLICHE
5	DIMPLE
6	EDIBLE
7	FEMALE
8	GOBLIN

Press F1 on the title screen before entering the password, and you can't go far wrong. Or can you? Guess the truth!

BUTCHER HILL (Gremlin)

Here's a canny way to stop yourself getting wiped out in this lukewarm soldier sim. Type the following codes on the following levels for the following actions:

Level 1:
RATTLE AND HUM – Cheat Mode
MAP – Map Editor

Level 2:
WIDEAWAKEINAMERICA – Cheat Mode
MAP – Map Editor

Level 3:
JOSHUATREE – Cheat Mode
MAP – Map Editor

Thanks for your assistance, Robert Troughton **from Keighley, West Yorkshire, by gum.**

ROLLING THUNDER (US Gold)

Not the greatest conversion in the world, but still a relatively decent piece of baddy-blasting, A Brammer **of Grimsby (home of the Ken D Fish imposters) supplies a simple way of choosing your starting level.**

Just hold down F1, F5 and F7 together. Pressing F7 afterwards flicks through all the different stages. A handy snippet, I'm sure you'll agree.

BANGKOK KNIGHTS (System 3)

A Brammer **again, this time showing us how to change the names of the various fighters.** Type 9990 on the title screen, and shazam, the names have been changed (to protect the innocent).

MICRORHYTHM PLUS (Firebird)

And now, a word from J Lambert Jnr **of Sheffield . . .**

Not a lot of people know this, but when you have arranged your masterpiece, press the left arrow key. RP will appear at the end of your composition, and your tune will repeat ad infinitum.

And now, on with the main feature . . .

THE REAL GHOSTBUSTERS (Activision)

Cough! Splutter! Choke! Well, if anyone wants to get any further than the first level in this less than inspiring 'product', harken to Kester Johnson **of Fulham, who'll tip you the wink.**

When you die at the end of a game, instead of rewinding the tape to the beginning, let it continue playing. The next level will load and you can resume play with full laser power and lives.

TARGET RENEGADE (Imagine)

Surreal! Load the first section and play through to Level 3, then load the second stage and die. Now, instead of rewinding the tape, let it continue, turning over to side 2 when it runs out. Carry on loading and when the tape stops you get levels 4 to 6 merged with levels 1 to 3. Weird city! **Thanks (I think!) go to** Lenny **of Kingsbury for that 'useful' piece of info.**

SAVAGE (Firebird)

Straightforward enough, I suppose. Codes for levels two and three are as follows.

Level 2: SABATTA
Level 3: PORSCHE

As I said, straightforward enough. Dat one from Sadist Software, **Finland. Ken knows the place well.**

ARCHIPELAGOS

MASTERWORKS FOR THE MILLENIUM



Atari ST screen shots

Imagine a game without violence, yet as chilling as abandoned places where people have died and never returned.
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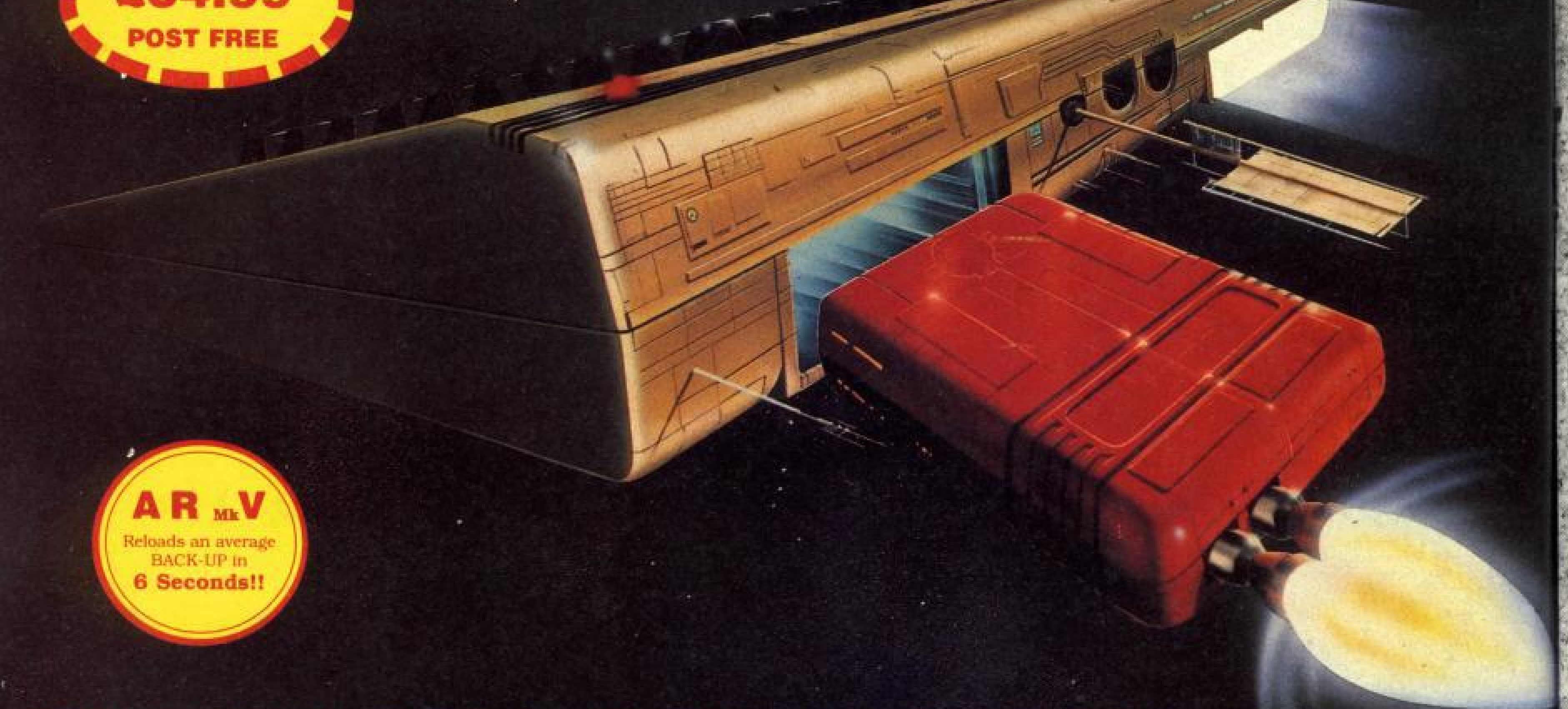
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RANDY'S MAGIC MIGGY BIT!

Why bother wading through loads and loads of utterly useless C64 stuff just to find that Test Drive **cheat or** Super Hang-On **listing you've always yearned for? Cos ye dinna have tae noo (in stereotyped Scottish mode), they've all been neatly packaged together and given a silly name to boot! So now you can find the hint of your dreams with the greatest of ease, AND be spared the embarrassment of attempting to shove a 64 reset switch into the video port of your miggy!**

DEFENDER OF THE CROWN (Mirrorsoft/Cinemaware)

Young J Grove has been busy this month, hasn't he, offering an instant army for Cinemaware's first 'nice graphics, where's the gameplay' computer-movie.

As soon as the 'Defender of the Crown' title screen appears, hold down the 'K' key, and keep it pressed in until loading has ended. Start the game and, lo and behold, a battalion of 2048 for you to do with whatever you may.



MICHAEL & GRANDAD AT CHRISTMAS – "LEAVE SOME MINCE PIES FOR SOMEBODY ELSE, MICKEY!!!"

FALCON (Mirrorsoft/Spectrum Holobyte)

It's always the same, isn't it. Just blown up scores of baddies in your bright, shiny plane, off you trot for dinner, and some nasty sod blows your bum off! If you find yourself in this rather embarrassing (and socially unacceptable) situation, take heed of Vark's **advice.**

Don't bail out. Instead, swing round and head for your base. Press 'HELP' and the '+' key on your keypad and hold them down. The F16 will now level out and begin its descent. Switch to tracking mode and rotate to side view and, just before touchdown, pitch up the nose. Select end mission and you will be rescued, even if in enemy territory.

TEST DRIVE (Accolade)

A handy hint for the predecessor of this issue's Sizzler from Accolade.

Simply hold down the fire button and your car will go round corners without crashing into any cliffs. Short but sweet, huh? **Pats on the back and a round of Brown Ale for J. Grove of Worcester for supplying the goods.**

GAPLUS (Mastertronic)

Can't ever remember seeing this one on the Amiga, but someone does. That someone happens to be Mark Goodison. **A good, old-fashioned Yorkshire lad he is, and he's sent in these little bitty poke things for lovers of this Galaga variant.**

Load the game and reset the machine, then type
POKE 32496,173 (RETURN)
for infinite lives
*POKE 33252,173 (RETURN)
for invincibility
SYS 4170 (RETURN)
to restart the game

SPACE HARRIER (Elite)

Pretty rubbish at keeping yourself together in Elite's spondicious 3-D shoot-'em-up? Too lazy to type in the listing elsewhere in these hallowed pages? Don't get yourself into a tizzy, try this gem from Chris Kevins **of Colindale, London.**

If you get the second from last high score, type in the letters RAF (no spaces, you'll notice). What an easy way to get yourself unlimited lives!

FLYING SHARK (Firebird)

Another cheat for another arcade licence from another Chris Kevins. **No, sorry, it's the same one. Here goes.**

On the highscore table, hold down the '5' key on the keypad whilst entering one of these codes:

RAB gives you invulnerability
KDJ offers an endless supply of flying sharks
JGL lets rip with super shots
RLH for a shooting 'smile'
HSC turns the screen black

Chris points out that he also owns a C64, his fave games being Denaris **and** Renegade III. **Bully for you, Chris!**

LEISURE SUIT LARRY
(Sierra On-Line)

Yeah, yeah, yeah, so I've got the solution . Loads of folks wrote in with the doings on this one (too many to credit here), but you know who you are so thanks go to you all!

Open the door to the hotel. Sit down, and order a whiskey. Stand and go to the door at the top – left. Inside you'll find a table and a drunk. Go to the table and pick up the rose, then walk to the drunk and give him the whiskey. He'll drink it and give you a TV remote control unit.

Open the door to the toilet and 'use the toilet'. Stand up, but don't flush. Walk to the sink and pick up the ring. Return to the bar and knock on the large door to the bottom right. When the pimp asks for the password, tell him that Ken sent you (What's our Ken doing in a place like this? – Randy).

Stand near the TV and press the button. The TV will come on, showing you a description of the programme. Type in 'turn channel', and keep doing so until you find the blue movie. The pimp will walk off to watch it. Go upstairs, and you will come across a woman of 'ill repute'. Walk to the bottom of the room and, on a table, you'll find some candy. Take it and leave through the window.

Walk to the left until you fall into the rubbish. Pick up the hammer and get out of the bin. Walk out of this screen, appearing in front of the bar. Stand in front of the pole and type 'cab'. A taxi will arrive. Climb in and, when asked where you wish to travel, tell him the casino. Pay him and off you go.

In front of the casino, man carrying a barrel will offer to sell you an apple. Buy one and enter the casino. Move to the bottom left table and sit down. Always bet $20. Once you have made $200 walk to the top of the screen and take the card from the ashtray. Leave the casino and catch a cab to the store. Quickly go in and buy a bottle of wine. Exit the store and wait around for the drunk to pass (sure are a lot of drunks around here!). Give him the wine and he'll offer you a switchblade in exchange. Take it and walk right until you leave the screen.

You will now find yourself outside the disco. Go inside and, showing the card to the bouncer, climb the stairs. Inside, you'll see a girl sitting by herself. Ask her to dance, and give her the rose, ring and candy. After she leaves, go outside and catch a cab to the casino. Go inside and win some more money, then go outside and walk right until you reach the church. Go inside and, standing next to Fawn (your soon-to-be wife!) type 'marry her'. Pay the priest $100 and return to the casino. Walk to where the ashtray was and go around to the elevator. Travel to the fourth floor and, once there, walk to the door with hearts on it. Knock, go in and walk to the radio around the bed. Switch it on and wait for the 'Ajax Liquor' telephone number, then leave.

Return to the ground floor and win some money, then go to the cab stand. Catch a taxi to the store and use the phone at the front of the building. Typing the Ajax Liquor number, tell them that you require wine, to be delivered to the honeymoon suite. Go back to the casino and go to your room. Knock, enter and pick up the wine. Kiss Fawn, strip and go to bed. . . .

You will find yourself tied to the bed, Fawn having ran off with your money. Use the knife and get the rope. Go downstairs and win some money – around $50 is enough. Catch a cab to the bar and go back up to the room with the 'lady of the evening'. Climb out of the window and stand next to the right-hand rail. Type 'tie rope to waist' and 'tie rope to rail', then 'get pills', 'use hammer' and 'get pills'. Climb back into the room and untie the rope. Fall into the rubbish again and catch a taxi to the casino. Go to the eighth floor and look at the receptionist. Give her the pills and, when she goes, press the button and walk through the golden doors. Once inside, go over to the balcony and you'll see a spa with a girl (Eve) in it. Walk to the spa, enter and look at the girl. Hand her the apple and Larry will go with her, completing the game AND losing his cherry into the bargain!

GENERAL HINTS

★ Do not enter dark alleys – they are full of undesirables!
★ Always save the game when you win money – if you lose you can always reload!
★ You will need 'protection' in order to do business with the 'scarlet woman'!
★ Walk into the drunk near the toilets for a humourous response!
★ There is a flasher near the church – does anyone know why you get points for asking his name? (I shudder to think! – Randy)
★ ALWAYS pay the taxi driver!
★ Don't walk on the road – pedestrians are a rarity!
★ Standing still on the streets is not recommended – stray dogs can spell disaster to your nice, white suit!

PANDORA (Firebird)

There were quite a few maps sent in for this, but only one complete solution. So here's the solution, which was sent in by Øistein Ihle in Norway.

First go to the Engineer, **get and hold his Sonic Driver and examine the terminal. Now go to the** Priest **(being careful to avoid the** Hooligan **and the Thief) and swap items. He will now attack you so you will have to kill him.**

Once this has been done, go to the Lt Commander **and get his ID. Hold the ID and go to the** Bank Manager. **Examine his terminal and then go to the** Commander **whilst still holding the Lt Commander's ID so that you can slip through the barrier in the room.**

Now get the Commander's ID along with Code Blue and Code Green. Go back through the barrier still holding the Lt Commander's ID, then hold the Commander's ID. Go to the Captain **and slip through the barrier. Get the Floppy Disk and examine the terminal. Keep hold of the Commander's ID and go to the** Defence Controller, **but don't go near him, just examine one of the terminals.**

Now go to the Dead Scientist **and examine the terminal. At this point your strength should be 'Mighty', since the only combat that you've taken part in has been with the** Priest, **so go and face the** Deathfly. **However don't hold the Photosabre until you are standing in the corridor where the Gardener Robot patrols, then hold the Sabre and attack the** Deathfly.

After you've killed it (hopefully) your strength will no doubt read 'Dire' (or worse). Go past the Deathfly **(or Deadfly. Ha!) and hold the Engineer's ID. Walk through the barrier and go to the** Dead AWOL Officer **and examine the terminal. Get his ID and leave all other IDs except the Commander's and the Engineer's. Hold the Engineer's ID and go near to the** Robo Mechanic. **Hold the Photosabre to kill the it and get Code Red.**

If you've got loads of strength left, go and kill the Technician, **get his bottle and give it to the** Drunk, **now you should get a Colour Combination. However this is a bit risky with little energy, so if you're a bit on the weak side, you can just about get by without doing that bit. Hold Code Red and insert it in** SDI 1 **(just by walking over it) then insert Code Green into** SDI 2 **and Code Blue into** SDI 3.

The barrier protecting the nearby room should now switch off allowing you to enter and examine the terminal, but make sure you are holding an ID! After you've done that hold the Floppy Disk and insert it into the Disk Drive.

You now have a few minutes to get away. Hold the Engineer's ID to get through the barrier blocking the corridor then hold the Commander'S ID and head for the Shuttle Escape. **Stop in front of the barrier and hold the AWOL Officer's ID to pass through and TADAAA! Your mission is complete!**

RANDY'S HOTLINE

For the very latest cheats, pokes and hints dial my very own amazingly topical, and not a little controversial, hotline.

0898-555081

SUPER HANG-ON (Electric Dreams)

Why should C64 owners get all the really long, finger-burning listings when Amiga duffers can have some as well? Julian Smith **of Sheffield seems to think along the same lines as myself, if this infinite time cheat is anything to go by. Load up Amiga Basic and get stuck in!**

```
10  REM *** SUPER HANG ON
    CHEAT ***
20  CHECKSUM=0:TOTAL=8
    87585:CRACK=262144
30  START=262144:FINISH=2
    62279:GOSUB 70
40  RESTORE
    260:START=466890:FINIS
    H=466918:GOSUB 70
50  RESTORE
    280:START=512:FINISH=5
    35:GOSUB 70
60  GOTO 110
70  FOR N=START TO FINISH
    STEP 2
80  READ A$:A=VAL("&H"
    +A$)
90  CHECKSUM =
    CHECKSUM + A
100 POKE N,A:NEXT
    N:RETURN
110 PRINT "YOUR
    CHECKSUM=";
    CHECKSUM;" SHOULD BE
    ";TOTAL
120 IF CHECKSUM <> TOTAL
    THEN PRINT "DATA
    ERROR!":END
130 PRINT "PLACE SUPER
    HANG ON DISK IN DF0:.
    THIS PROGRAM SHOULD"
140 PRINT "BE USED AFTER
    THE AMIGA IS SWITCHED
    ON, NO RESETS"
150 PRINT "THE MEMORY
    MUST BE COMPLETELY
    CLEAN!"
160 INPUT "CLICK ON
    WINDOW AND PRESS
    RETURN TO BOOT
    GAME.";JULES$
170 CALL CRACK
180 DATA 6100, 003E, 337C,
    0002, 001C, 42A9, 002C,
    237C, 0000
190 DATA 0400, 0024, 237C,
    0003, 0000, 0028, 4EAE,
    FE38, 23FC
200 DATA 0004, 0032, 0003,
    021A, 4EF9, 0003, 000C,
    33FC, 6890
210 DATA 0007, 2038, 4EF9,
    0007, 2000, 2C79, 0000,
    0004, 93C9
220 DATA 4EAE, FEDA, 45FA,
    009C, 2480, 43FA, 0086,
    4EAE, FE9E
230 DATA 43FA, 002E, 4280,
    4281, 4[illegible]FA, 0014, 4EAE,
    FE44, 43FA
240 DATA 001E, 45FA, 006A,
    234A, 000E, 4E75, 7472,
    6163, 6B64
250 DATA 6973, 6B2E, 6465,
    7669, 6365
260 DATA 0C79, 4EF9, 0007,
    2222, 6600, 003E, 23FC,
    0000, 0200
270 DATA 0007, 2224, 4EF9,
    0007, 2012
280 DATA 23FC, 11FC, 0035,
    0000, 500C, 23FC, 6D36,
    4E75, 0000
290 DATA 5010, 4EF8, 0300
```

POWERDROME: THE PROGRAMMER'S TIPS

You had the Sizzling review last month, and you've got the poster over the page. So I thought, why not get in touch with those triffic peeps at Electronic Arts to send me some tips for their corky flying whizzer, Powerdrome**. And they did.**

So it's a round of rapturous applause all round for Lesley at EA, for supplying these useful hints direct from the programmer himself.

★ The different fuels are of more use than immediately meets the eye. For example, on the test track, (A) fuel lasts for 12 laps if you give the afterburners lots of stick, whereas (B) fuel lasts for around 21 or 22 laps.

Although you lap at an average speed of, say, 13.5 seconds with (A) fuel, in a 20 lap race (the minimum in a Cyberneuf Championship) you will need to do a pit stop which takes approximately 38 seconds. As a result a type (B) fuel racer will cruise through to an easy victory with his 14.6 second average time.

☆ **The less fuel you have onboard, the faster you go. So don't go to the pits too early for a refill, and if you're near the end of a race and you need to refuel, don't take a full tank.**

★ If you need to enter the pits for a refuel, it's a good idea to replace the nosecone as this takes less time than that needed to replace the tanks. The nosecone tends to get damaged first taking the brunt of most collisions, and once you've lost it you lose all status information, as well as severely impairing braking.

☆ **Using the centring field lessens your fuel supply, and the stronger the field, the greater the drain on your supply. Use as little field strength as possible, and with practice you should be able to get around the test track and Estorica with no field at all, as well as needing strengths of only 1 or 2 for the other tracks.**

★ Crashing into walls is a test of how hard you are pushing. In a 20 lap race, for instance, you should expect to crash 3 or 4 times, even if you're very proficient. If you're not crashing every now and then, crank up the speed, use the afterburners and lower the field strength because you're not trying hard enough.

☆ **If you bump into a computer racer he will go into the pits as soon as possible for repairs, and although you will take some damage you'll go a lap ahead of him. The starting grid is the ideal place to use this little piece of dirty work. Don't spend too long trying to knock out other players, though. Concentrate on winning.**

★ The computer–controlled racers tend to match their lap times to yours, so as to give most people a close race. There is a maximum lap time for the computer racers so if you're a beginner, expect to be beaten hollow.

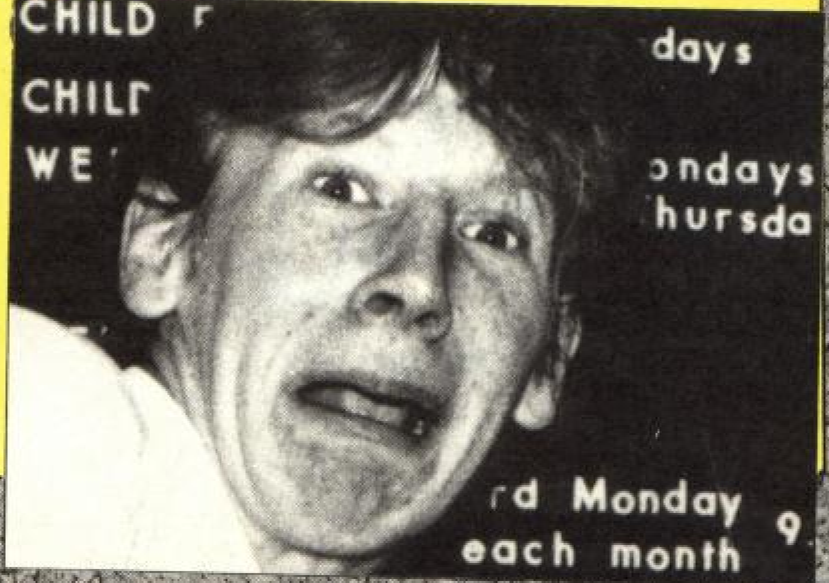
☆ **If you don't enter the qualifying rounds, quitting directly into the race, the other players will assume that you are very experienced, tearing around the track leaving all but the most proficient in their wake.**

RIGHT THEN, WHERE'S THE TAB MACHINE?

And that's the lot, me luvvies. I hope you enjoyed the privilege of reading my stuff – I know I certainly did. I also hope that you found something useful in there apart from the silly pictures of me in daft clothes. Just hope me mates don't see them!

Don't forget to keep sending your pearls of wisdom to me, in the form of any hint, tip, poke, solution or map you may have clinging to your sweaty form. Oh, you'll need an address, won't you. Ok, then, send 'em all to **RANDY SAYS 'TIPS OOT FOR THE LADZ!', ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.**

So, until next month, marras, keep supping the Trophy, and don't forget, it's your turn to buy the drinks. Tara.

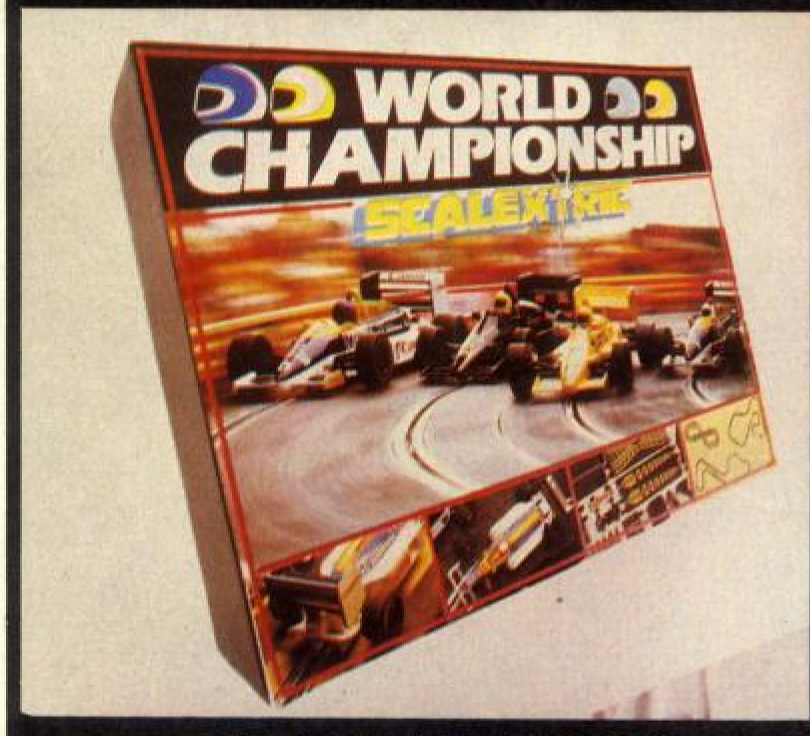



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ZZAP! COMP

Ok, so we told you last month how well mean and triff Electronic Arts' **Powerdrome** is. Because we told you how mean and triff it is, EA have decided, in their ultimate wisdom, to give us some compo prizes to pass on to YOU, you lucky so–and–so's!

And what exactly have they offered? For the first prize winner, a BIG **Scalextric** set, with smoke generators for those high-revving starts, will be winging its way through the post. After that, twenty chunky 64 owners and ten slap–happy Amiga freaks will win an EA **Software Classic** title of their own choice! And remember, there are some fab games to choose from, namely; **The Bard's Tale**, **Marble Madness**, **Skyfox II**, **World Tour Golf**, **Articfox**, **The Archon Collection** and, for the C64 only – **Earth Orbit Stations** and **Legacy Of The Ancients**.

Cor blimey, lord luvva duck, waddaya do to'getcha hands on this gear? Simple, ain'it! Just grab the phone, ring

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and get wised up!

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WALKER'S WAY

After a brief absence last month (apart from his ace music demo!) Martin is coming near to completing the CITADEL.

Tuesday 28th February

Since it takes so much effort to get past the traps it's about time you got some reward for triggering them, so now 50 points are awarded for each (whoopee!). Other improvements today were the inclusion of a proper low energy alarm and a new sprite design for the next baddie – the STUNNER. It will fire energy bolts which temporarily stop MONITOR in his tracks for a few seconds. The other proposed baddie is the BEAMER. This doesn't move in the conventional sense – instead it 'beams' from one tile to another two further away. Should prove interesting to deal with, eh?

Wednesday 1st March

Some of the baddies have a different personality and actions, rather like the range of pieces in chess. The STEPPER will stop and wait when you do, giving you the chance to decide which way to proceed, whilst at the other end of the spectrum the KAMIKAZE will hurl itself straight at you – the only defence is to turn and run whilst firing backwards at it! Today some of these characteristics were enhanced. The AGGRESSOR now dashes in at high speed, then stops and fires when close. The CYLON moves slowly but takes many hits to dispose of.

Saturday 4th March

I've decided to implement the new security force beam generators next. These will provide the doorways with an extremely effective deterrent to intruders – one touch of the force beam will instantly fry all players who try to charge through without first finding and deactivating the associated switch! Tee Hee! The design has also been finished – a large industrial laser with style variations for each type of city.

Tuesday 7th March

The switches linked in beautifully and now the beams can be deactivated by using the capture probe on the associated switch once it has been discovered. Although MONITOR already detects the generators themselves as solid objects, he needs a small addition to be destroyed by the beam.

The switches are reversible, ie they can be both switched on and off at any time using the capture probe. In fact any of the trap objects can be 'used' at any time, even when on the other side of a solid wall, as long as they appear on screen and the trap has previously been triggered and its doors are therefore open. A novel tactic using the switches is to close the 'door' behind you after passing through it safely. It's rather amusing to see the mobile aliens clustered around the wrong side of the force beam, trying desperately to fire at you.

Wednesday 8th March

The final touches to the doors are now complete. MONITOR now gets 'fried' by the beam, but both the player and the baddies can fire through it. A particularly nasty tactic which gave me some evil delight is to wait just beyond the deactivated beam and switch it back on as a baddie comes through. Phut! Well they're MY pixels m'lud!

Friday 10th March

A fruitful session brought forth a new type of firepower – the BURST fire. This launches all the player's bullets in one huge salvo. It does take a little longer to reload, BUT this is amply compensated for by the fact that every type of alien can be taken out with one accurate shot.

Saturday 11th March

Right. A new bullet design for yesterday's BURST firepower, and then I got down to the lift shaft design. To connect the two parallel 'sides' of each city world, the lift shafts allow free access at any time, and in fact each level could be described as a three dimensional maze (albeit a small one!)

Monday 13th March

Multiple levels are now catered for! All of the data has been moved into position carefully, and there is enough space for eight levels, each having two different 'halves' of 16 screens each – a total size of 256 screens' worth of strategic mayhem! There are different styles of graphics ranging from squeaky clean metallic to dark and dingy alien oppressive. The next thing is to code the routine which takes the player from one 'side' to the other within the double-sided cities, or to the next completely new city when the main exit has been accessed.

Friday 17th March

The sequence of events between levels and 'sides' of each city is now: MONITOR enters lift, sinks through floor level, city fades to blackness. New city fades up, MONITOR rises up through floor level lift shaft.

Now the level designer must be updated to include the new features, and then the levels themselves can be commenced, along with the dispatching of a test disk to Cyberdyne Systems in Exeter who have generously volunteered as test pilots (There! No more grumbling that I don't mention you in the diary any more – and I'll send you the bill shortly!).

Tuesday 28th March

The construction set now has a whole set of new commands – plot horizontal or vertical force beam generators, plot lift shaft and, most important of all – delete the item at the current position. This at last allows traps or any other object to be dropped or picked up anywhere in the city, so that many different tweaks can be carried out when designing new cities. The switches can be linked to any force beam, and the first sample city has been designed – a fetching crea-

tion in the alien design, complete with some nasty defensive spots.

Along with these fundamental changes, the cities themselves have been shrunk to slightly more manageable proportions. Each city now consists of two 'sides', each of eight screens total size, ie each level is 16 screens in total. This allows a much higher density of traps, much more action, and still feels vast in practice.

Thursday 30th March
A casual change to the code to allow entrances and exits for a city to be both on one 'side' of the city caused rather more problems than expected. After passing through the lift shaft MONITOR ended up in an unknown and strange part of the city (it was a bug you see, and quite an obscure one at that!). After happily leaping into a routine for several weeks it was discovered that the 'Y' register needed to be set to zero beforehand. Quite by accident this happened anyway. Such is life!

Saturday 1st April
The first report has come in from my erstwhile test pilots at Cyberdyne. The general consensus was 'excellent', and I'm much helped by all the feedback.

MONITOR's built-in MINISCREEN was much liked by all and the new graphics and sprites admired. Various small but extremely useful points emerged – as they kept falling down the lift shafts by mistake the fire button now needs to be pressed before entering. And since the player's bullets only have a limited range it seems fair that the alien bullets must have the same.

Monday 3rd April
My birthday, but don't think that I'm going to take a day off. No siree – this programming lark must press on! And very nicely it did too. The next city style is a dark and oppressive metal-armoured place with huge conduits and a rivetted floor.

Tuesday 4th April
The terrifying armoured place had the final rivet hammered into it this afternoon, and the traps themselves have doors that open like a camera shutter. With the new sound effect it works beautifully.

Wednesday 5th April
The Ancient style has a novel twist, in that some of the pyramidal wall sections have small gaps allowing both parties to fire through. This might give you a bit of a shock when you first see them, but it creates great opportunities for knocking out installations from the safe side of walls. Just watch out for attacks down apparently empty corridors!

Thursday 6th April
At long last the Capture System for enemy alien types is under way. Captured mobiles now tag along behind MONITOR and provide an invaluable barrier to hide behind when being fired on. In fact any of the alien defences can be 'commandeered' for your own use.

Saturday 8th April
After feeling a bit aggressive today I decided to modify my PRISONER mode to allow the captured mobiles to ram the enemy. At last I can hide round a corner and knock out the enemy without getting in the line of fire! The PRISONERS themselves have a limited ability to take all this extra action, and will eventually explode in a shower of metal shards (oooh!).

Wednesday 12th April
With three levels playable, now seems a suitable time to install another batch of little touches – multiple lives and a lives indicator at the top of the playing area as well as an indication of the current city number.

Each level has its own different starting point (a horizontal scroller always starts on the leftmost point – CITADEL could start anywhere!) so all of the appropriate data needs to be stored. By popular demand (mine!) an extra MONITOR will be awarded every 10,000 points. Hooray!

Friday 14th April
At long last the music is under way – one of my full-blown film soundtracks. This one should sound even bigger than my music for ARMALYTE (cheque in the post please!) – after all, everyone improves as they go along. The title music sounds menacing and mysterious.

Saturday 15th April
Along with continued activity in the music department, today also saw the start of the title screen. I'm hoping to include a demo sequence, especially as the game now contains such a variety of gameplay – I'm sure that the casual player just won't realise what a variety of uses can be made of the captured mobiles. During the course of the last few days' play they have been used to: plug the top of security launchers to prevent other mobiles being launched; ram and destroy other mobiles around corners; sent ahead for use as a battering ram to destroy gun emplacements without firing a single shot; and even swung round and round like a mace to knock out hordes of WATCHERS swarming out of a nearby launchers!

Thursday 20th April
An excellent all-rounder. First the ancient city style was finished and then another style city which incorporates glass tubes with metal reinforcements. That's five styles completed already. A session with the level editor saw level four well under way, and pretty mean it is! Then to round off a comprehensive day the title music was lengthened.

Monday 24th April
The title track is now almost complete, and I'm very pleased with it. It really has a 'soundtrack from a film' feel to it. A few sound effects have also been tweaked. The low energy alarm was a bit too fierce; as long as you are aware of it when playing there's no need to deafen everyone!

Later on in the day the first playable outing into city number four took place. This contains glass and chrome flowpipes and one of the nicest city atmospheres sounds so far – rather like the Dalek city on Skaro in the first ever encounter with Doctor Who (anyone remember that far back?). One of the switches is situated in a mini-arena bristling with defences, and every move triggers yet another potential destroyer. Great stuff!

Tuesday 25th April
Well, I've entered the 'what so we do when we lose a life' debate. Countless reviews have bemoaned the fact that in many shoot-'em-ups a small mistake can send you back to the beginning of the level – and this can be quite a way with some games! CITADEL now has a small addition which remembers the last lift shaft visited, and your gleaming new MONITOR is delivered here if you run out of energy and receive a direct hit. All of the switches and traps are still in the same state too, so your efforts have not been in vain – at the very least you will have 'softened up' the security installations!

Learning curves for games (how much further you manage to progress each time you play) are tricky things to get right. Let's face it, the ubiquitous end-of-level guardian serves two functions – the 'ooh-aah!' graphics thrill and a huge 'step' in the learning curve unless it's done properly. Most players will get to this point at least several times and then lose all their lives trying to defeat this one creature. Although ultimately very satisfying when you master it, it can be a source of terminal frustration for those of a more nervous disposition!

Wednesday 26th April
A rather hectic day had me going out in the car three times, and work had to fit into the gaps. Even so, it was a fruitful time – the title music is now complete (all four minutes of it – my musical pieces always grow don't they!) and it really suits the mood of the game. The CITADEL logo for the title screen is also basically complete in a fetching moulded metal look with Egyptian overtones (after all, the cities have been built by an ancient civilisation!), and tomorrow's main task will be to incorporate both of these elements into the rest of the game.

Thursday 27th April
The basic title screen is now in place. I've used the famous 4K cubby hole underneath the I/O chips to store it and the associated colour map and character set. All that needs to be done is to move the data when it is needed, and save the main game character set in the cubby hole until need later. Mind you, switching the ROMS in and out can cause problems if you get only a single value wrong (I know – I did the first time!).

With the addition of a demo mode and the final levels, there is a distinct possibility that next month's diary will see the completion of CITADEL. I've already got some healthy feedback from quite a few people, and all looks set for a triumphant finish. Wish me luck!

The CRUCIAL COMPILATION

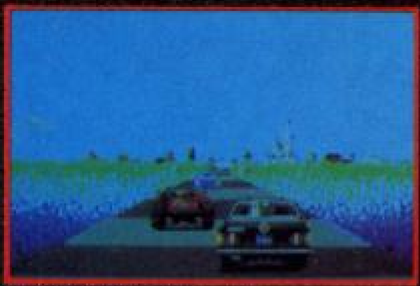




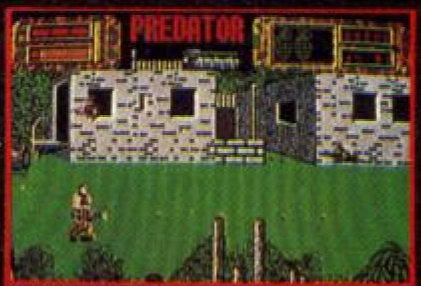
GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
© Palace Software Ltd



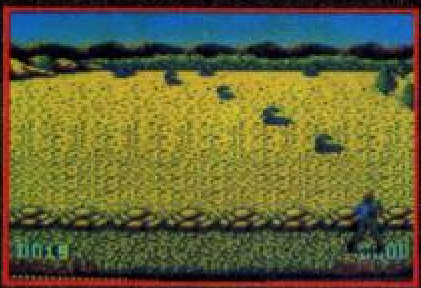
CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
© Titus Software Ltd.
LAST NINJA replaces C.CARS on C64



PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough... and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
© 1987 Twentieth Century Fox Film Corp. All rights reserved.



KARNOV Join Karnov, the fire-breathing Russian stongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?
© Electric Dreams Software Ltd.



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
© 1987 Konami



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG".



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
© 1986 Hemdale Film Corporation. All Rights Reserved.

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Rorschach
Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.

LAB ASSISTANT: The Geek

THE SECRET JOURNAL OF NORMAN NUTZ (AGE 113 3/4)

Ach, who would've thought it'd be so easy to dispose of that idiot goat-gobbler? I'd been planning the muscle-bound oaf's demise for months until I, inevitably, came up with the perfect weapon: 30 sticks of gelignite strapped to a fat billy-goat with a 20 gigabyte surveillance system to blow it up when Chuck came within 15.549 metres (the radius of the maximum lethality circle). Designing a system intelligent enough to recognize Chuck Vomit, rather than any other troll, was a challenge that would have defeated the world's greatest minds, all except me — PROFESSOR NORMAN NUTZ the Einstein of the 21st-century. Sadly, my assistant The Geek (the result of a failed experiment to create the perfect games reviewer) forgot to put the battery in. Nevertheless failure turned to success when the half-blind Troll ate the bomb! Heh, heh!

Now I'm here (in the dingy basement of ZZAP! Towers), I'll reveal exclusively to ZZAP! readers the results of my most recent tests. During the experimentation process I've taken a bath in front of old ladies in Japan, gone digging for gold in California and learnt to control a giant mechanical monster.

LAB Report

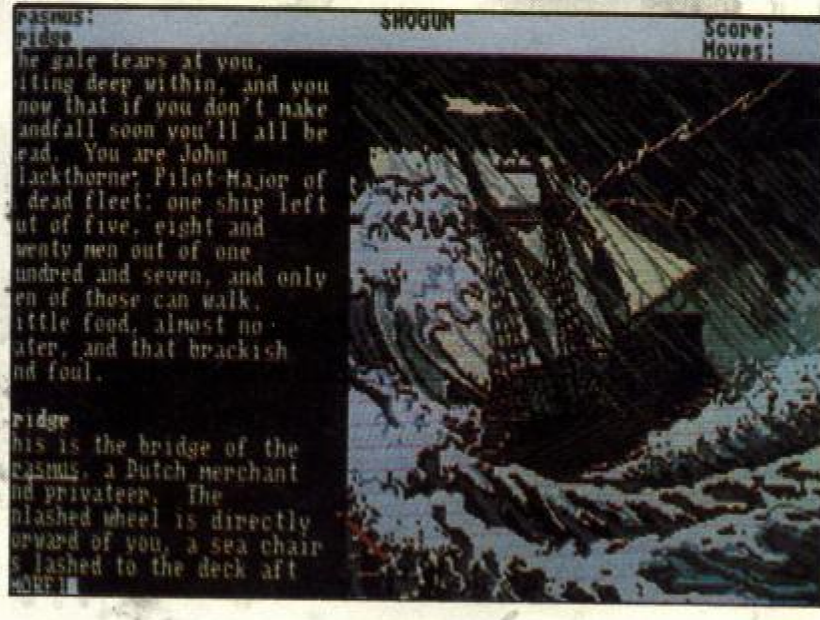
SHOGUN

Infocom, Amiga £29.99

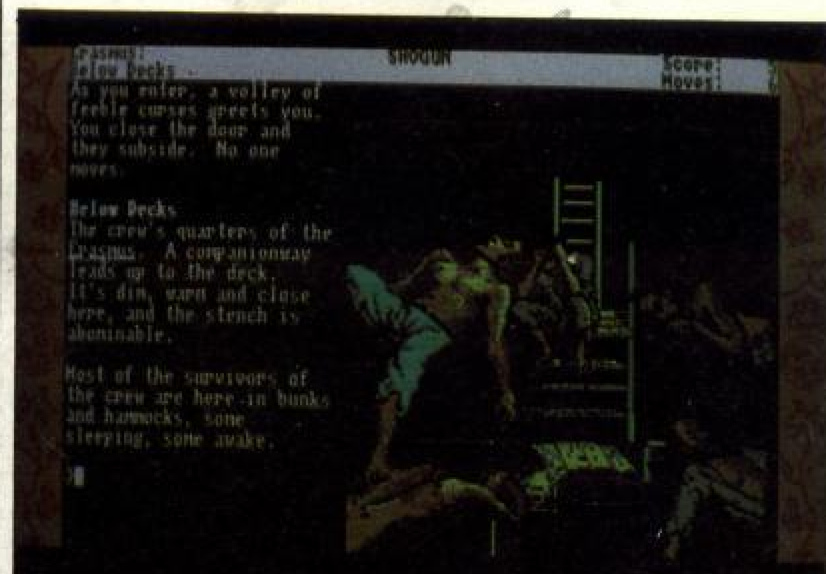
Ah so, as 'Kendo' Fish would say. Remember old Richard Chamberlain (housewives faint all over the country) in the epic TV drama where he sailed a ship to Japan and got involved with the war between two leaders to rule the country? Well this game is based on the same book (by James Clavell) as the TV series.

As John Blackthorne (Richard Chamberlain) you are the Pilot-Major of a Dutch trading ship, the Erasmus. In the year 1600 the Pacific Ocean is dominated by Spain and Portugal. Their knowledge of the Asian seaways is top secret information, but you have a stolen Portuguese rutter which has helped make you the first Englishman to successfully sail through the Straits of Magellan into the Pacific. But the journey has cost many lives already. The surviving crew are starving and Captain Spillbergen is dying. Worse still, after sailing for weeks without sight of land, the ship is caught in a terrible storm. The first task is to steer the Erasmus safely through

▼ The ship is rocked by a violent storm



▼ The crew are starving, but worse still they smell!



dangerous reefs and tidal waves to try and reach Japan.

But if you thought life on the ocean waves was hazardous, as a European in Japan your life is permanently hanging by the thinnest of threads. You see, these Japs are strange folk with an odd sense of honour. Like if a chap loses a game of ping-pong he's likely to impale himself! And their only punishment is death, usually by an extremely painful method like being boiled alive. They have weird customs as well – a samurai told me off for having barbaric manners and then urinated over me! Then he ordered me to take a bath – in public!

Still, if you win their respect (bowing to every samurai is a good idea) they let you wear a silk kimono. But even then, without warning, you can be chucked into the slammer for an indefinite period without any clothes. Somehow, you must try simply to survive as you become involved in the tussle of two great lords (Ishido and Toranaga) to rule Japan – the emperor has died, leaving a seven-year-old heir. Your one asset is your ship – much better than the Spanish and Portuguese ones – which could enable one of the lords to vanquish the other. But your main enemies are the Catholic priests – don't forget, this is the time of the Spanish Inquisition and worst luck you're a Protestant!

Occasional but beautifully-drawn pictures add to the engrossing atmosphere created by the detailed text – much of it (including some strong language) taken straight from James Clavell's great novel. The story is a wonderful yarn about the clash of two totally different cultures. And the interaction between the English hero and his strange new world suits the adventure genre well. If Japanese objects and customs seem totally alien to the adventure player, this is exactly how they would seem to John Blackthorne.

The parser is very flexible, comprehending many variations of syntax. However, understanding samurai honour is impossible and progress is made mostly through trial and error. If you do get stuck the game has a useful (but far too tempting) in-built hints facility. As this is 'interactive fiction', the problems are essentially linear. Various sections must be completed in order, just like the chapters of the book. *Shogun* is more of an adapted novel than a true adventure. But if atmosphere is what you really want, this is your game.

ATMOSPHERE	**93%**
PUZZLE FACTOR	**65%**
INTERACTION	**70%**
LASTABILITY	**76%**
OVERALL	**74%**

GOLD RUSH

Sierra, Amiga £24.99

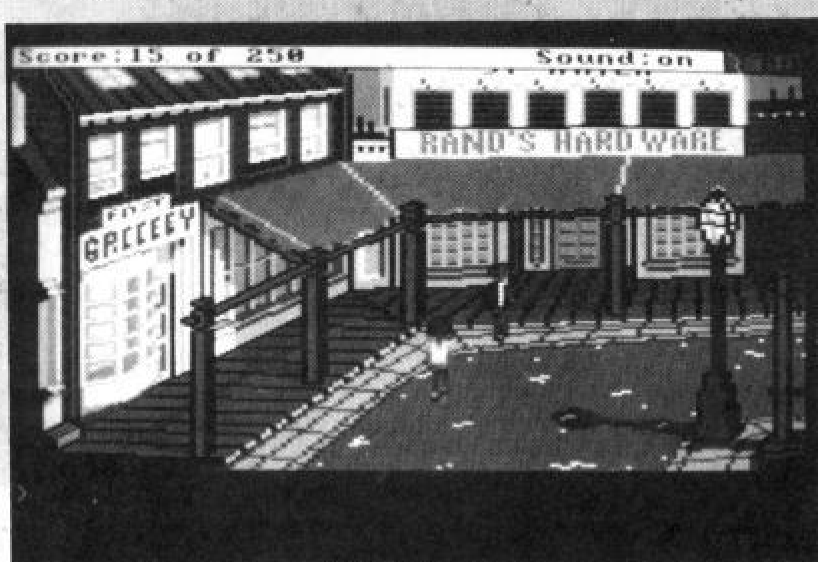
In 1848, men from all over the world headed for California in the hope of making a fortune. As Jerrod Wilson, you are one such man. Jerrod lives a humdrum life as a newspaper reporter in Brooklyn Heights, New York. But when he hears rumours of gold, he's determined to get in on the excitement and the money. His brother Jake, disappeared some years ago and every day Jerrod visits the post office in the hope of a letter from his long-lost brother.

This seems like any other ordinary day, people going about their usual business, but maybe if Jerrod takes a look inside that post office, he'll have a surprise. Brother Jake is not dead as feared but instead is in California. The letter he sends to Jerrod reveals (in not very subtle code) that he has discovered gold and wishes Jerrod to join him in the Golden State.

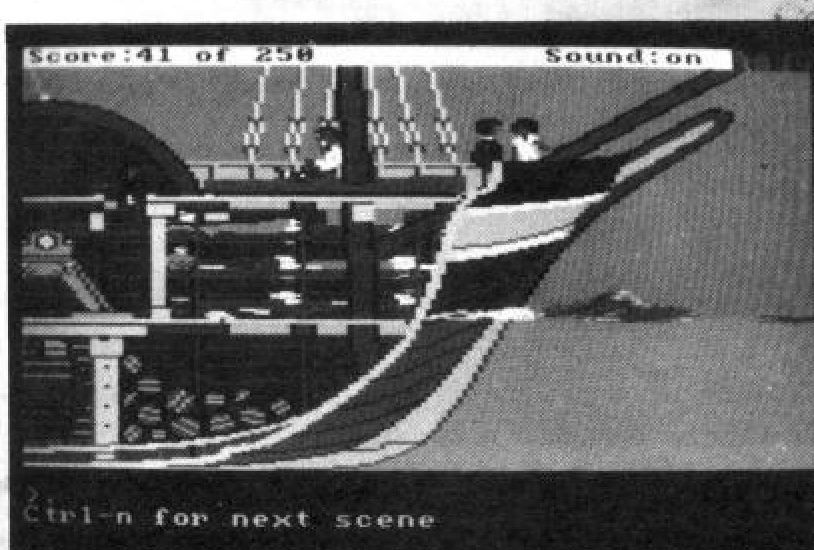
If you can get to California, you could get rich, but it's 2500 miles away and Concorde hasn't yet been invented. There are three main travelling options: by ship – either going round the infamous Cape Horn, or by landing in Panama and travelling through the jungle (the canal hasn't been built yet) to another ship. The third option is to take the stagecoach to Independence, Missouri, where you join a mining company travelling westward in wagons.

Before you embark on any of the dangerous journeys, you must get enough money for the ticket. Selling your house is the way to make big money, but if you wait too long the rumours of Californian gold will cause property prices to drop and ticket prices to rise. The estate agent doesn't have an office, but comes round to buy your house when you've stuck a 'For Sale' sign in the front garden (achieved by typing SELL HOUSE).

▼ Crikey, that jovial Geordie gets everywhere!



▼ Relaxing on the boat trip to California.



A joystick, mouse or cursor keys may be used to make Jerrod walk around the 3-D landscape of Brooklyn. Talking to other characters is achieved by 'TALK TO person', and interaction is limited to listening to their messages. Shops can be entered in order to buy useful equipment and food. Strangely, you can't pay shopkeepers any money (you decide to 'save it for a rainy day') but they will allow you to have three items on your account. What you choose depends on which way you plan to reach California. For example, if you're going by ship some citrus fruit will prevent you getting scurvy.

As with most Sierra adventures, *Gold Rush* hardly makes use of the Amiga's graphics and sound capabilities. Some of the scenery is well drawn but the characters, although realistically animated, are blocky and have bright red faces (perhaps they're embarrassed by their appearance!). Even so, Brooklyn Heights bustles with animated people and horse-drawn carriages. The only problem is that when three or four characters are on-screen simultaneously their movement is slowed down to a snail's pace. Sound is limited to the sort of 'beepy' tunes associated with the Spectrum (Shock! Horror!). But after a while the simple presentation goes unnoticed as you get caught up in the excitement of 'gold fever'. The game manages to capture the authentic atmosphere of the time, helped by the fact that it is geographically and historically correct.

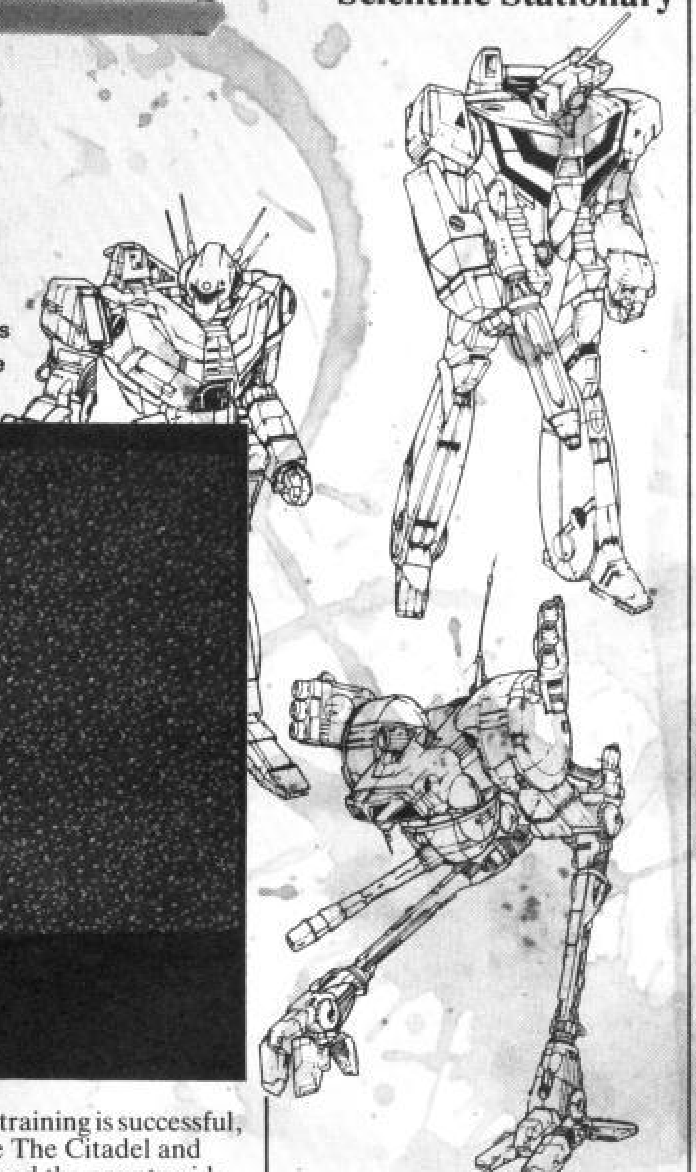
After setting off for California, frequent saving of the game position is a necessity as there are many ways to die, ranging from cholera and starvation to sinking (on the ship, of course!). Dying frequently can become irritating (as my zombie uncle Trevor keeps telling me), but somehow the lure of all that gold makes you persevere. And if you get totally stuck, you can read the fascinating 96-page historical guide (included in the packaging) to see how the real 49ers managed. (They won the Superbowl, didn't they?! – Ed). Ultimately, how much enjoyment you get out of *Gold Rush* depends on whether you love or loathe the Sierra 3-D adventure style – if you're a fan, you shouldn't be disappointed.

ATMOSPHERE	**78%**
PUZZLE FACTOR	**66%**
INTERACTION	**49%**
LASTABILITY	**68%**
OVERALL	**68%**

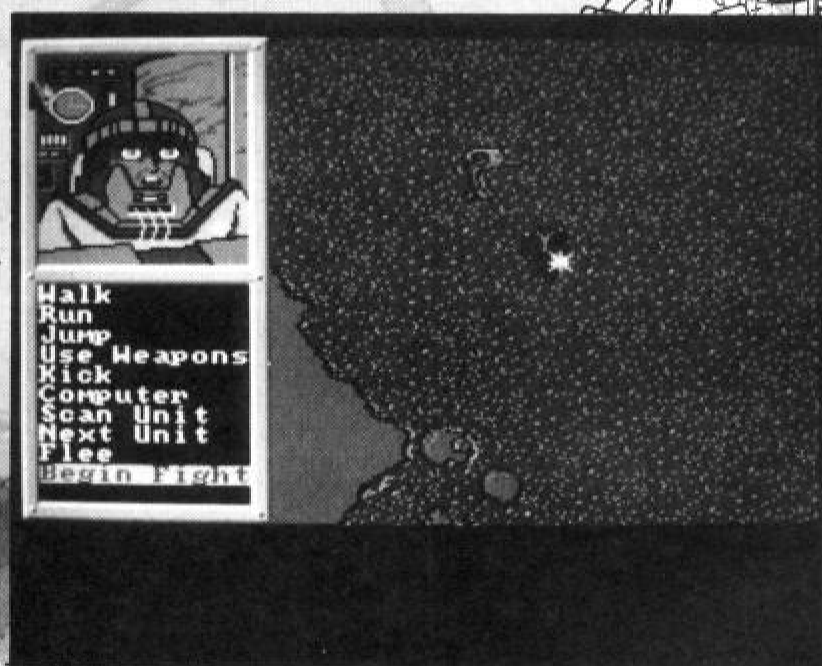
▶

BATTLETECH

Infocom, C64 £19.99/Amiga 24.99



▼ Two mechs fight to the death.

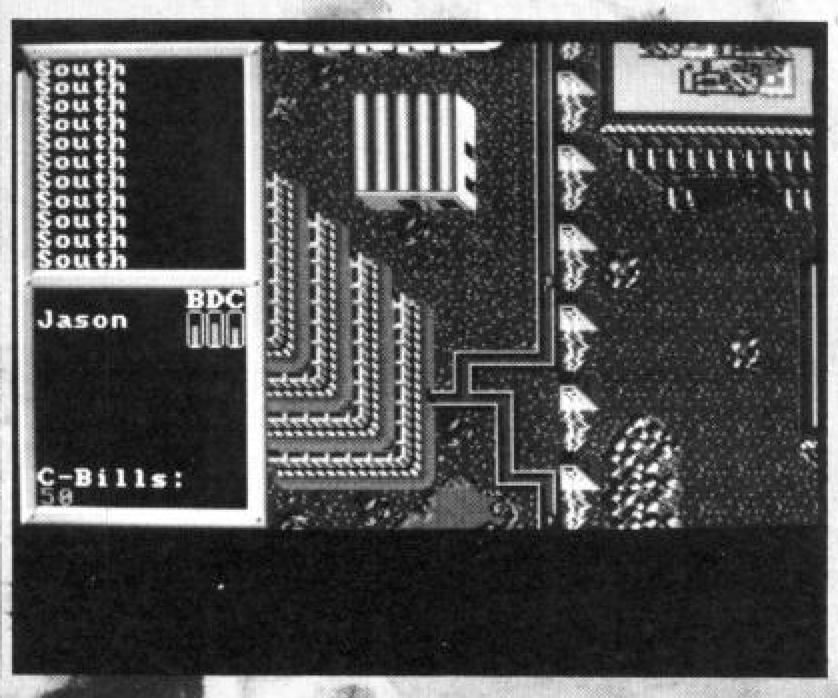


In the 31st century five states are continually fighting for supremacy. As 18-year-old Jason Youngblood, you're still at school but instead of learning quadratic equation you're being trained how to be a Mech warrior, defending the Lyran Commonwealth. Mechs are massive military robots, armed to the teeth with lasers and machine guns, and piloted by humans.

Jason is currently based in The Citadel and as well as receiving various types of training he can stroll around the town (shown from overhead) and buy armour and weaponry from the shops. Mech training missions are completely free of charge, but combat and mechanical classes cost hard cash. His only income, however, is a small allowance so it's necessary to invest this in one of three companies (of varying risk) to make enough money for lessons to improve his basic skills.

The first few training missions involve getting used to controlling a Mech – there are three types with different abilities but all are controlled in the same way. Either cursor keys or mouse can be used to control general movement, but once an enemy is spotted control changes to a menu-driven combat mode. Commands include WALK, RUN, JUMP and KICK (for booting a nearby enemy). Each of your Mech's weapons may be targetted on any enemy in range. When the command BEGIN FIGHT is given, the Mech moves where you told it to go and fires at the targetted enemies.

▼ That little blob on the road is Jason!



If Jason's training is successful, he can leave The Citadel and wander around the countryside between cities, killing enemies and recruiting friends to join him. In combat, these are controlled in exactly the same way as Jason.

The simple overhead graphics are ill-defined and badly animated on both 64 and Amiga. Jason is a tiny blob which jitters around the jerkily scrolling play area. Sadly, gameplay is also extremely dull. Jason must wait between missions, just ambling aimlessly around the city. This is made worse on the 64 by frequent disk-accessing (every time you enter or leave a building). Interaction with other characters is virtually non-existent – they usually don't even want to talk to you. If he's got some cash at least he can buy a few weapons, but whether his investments do well is merely a matter of luck.

Hours of play need to be put in to get anywhere in *Battletech*, but the experience is so uneventful, only a dedicated reviewer or RPG fan (like me!) could be bothered to persevere. The only pleasure lies in building up Jason's skills and later recruiting friends. Instead of being explosive (as claimed in the packaging) combat is dull, merely consisting of two or more Mechs firing laser after laser at each other. The shots don't even appear on the main screen. Instead, a small window displays messages and sometimes shows an animated Mech firing a laser. This is both confusing and distinctly unexciting.

Battletech is based on the RPG of the same name. If you're a dedicated fan of this you'll probably get some enjoyment out of the computer version, but I would prefer to play the real RPG with a few friends instead of watching a few splodgy sprites fire 'messages' at each other!

64

ATMOSPHERE	45%
INTERACTION	30%
LASTABILITY	50%
OVERALL	42%

amiga

ATMOSPHERE	48%
INTERACTION	30%
LASTABILITY	58%
OVERALL	45%



SCIENTIFIC SUGGESTIONS with The GEEK

Hi there tipsters! You are out there aren't you?! I'm just asking 'cos I'm a bit short (You must be joking! – Norman) of handy hints coming in this month. Maybe that stupid troll hid all your letters (or ate them!). Anyway, don't forget that every month the best tipster gets a whopping £30 software voucher, so get tipping.

Mindshadow: Attacking the Cap'n is a bad move. Use the stone and metal to create a fire, and use the rum.

Colour Of Magic: Death likes cats. Cats like milk. To find Twoflower, ask the guard. Give the beggar a coin. Buy horses.

Corruption: Use your card to break into Bill's office and break open the drawer with the screwdriver.

Dracula: From the labyrinth's entrance go S, S, TAKE LAMP, N, E

Quest For The Golden Eggcup: When you see the Guardian, OPEN CAGE to release the bird. Drop all your useless items in the hollow tree and, when the floor caves in, you will be rewarded with a Bronze Egg. To pass the crevasse, WAVE WAND. After sitting on the seat for the first time, LOOK FLOOR to find something useful. You cannot catch the bird by hand, but a cage may help. To ride on the ferry a second time, SHOW CARD TO FERRYMAN.

Pirate Adventure: Take the bloodstained book and the sneakers to the ledge, then SAY YOHO to get somewhere else. To open the chest, use the claw hammer to REMOVE NAILS in the carpet. The nails will also come in handy. On the shore, concentrate on building a boat.

The Price Of Magick: Throw the pile of salt at the slug. Wolfsbane will hold the werewolf at bay. Rub the flowers into your eyes so you can see in the dark. Touch the Red Moon to become younger.

CLEVER CONTACTS

Cor there are some really clever folks out there. And they're all willing to help stumbling adventurers like me – the only one I've ever completed is 'Norman Nutz's really easy peasy adventure with only one location'!

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson
Tel: 01 360 8325

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Neverending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the Rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair, Pirate Adventure.
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Enchanter, Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter, Sorcerer.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

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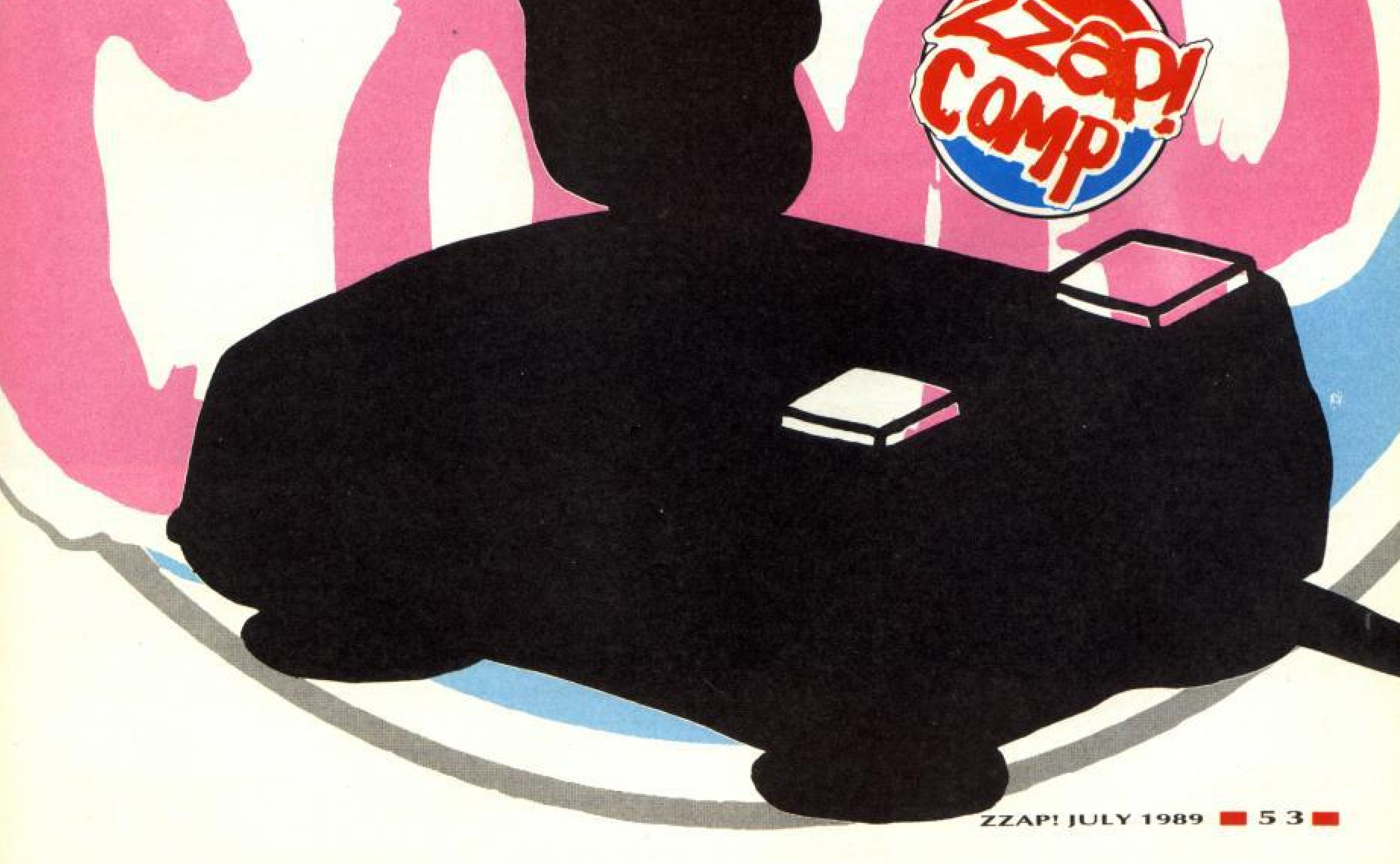
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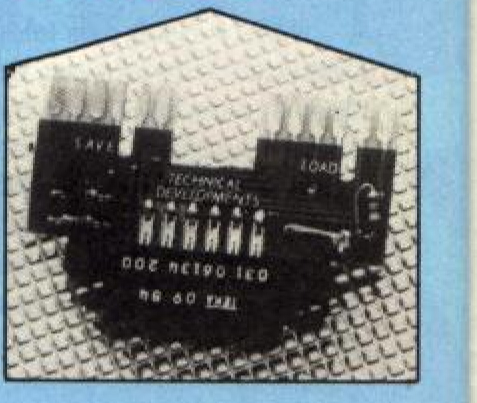
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C64, 1541 disk drive, MP5801 printer and paper, Load-It datasette, joystick, power cartridge, magazines and books, over £500 of original software. Bargain £340. Write to D S Cowley, 42 Hillside Road, Norton, Stockton, Cleveland TS20 1JQ.

CBM 64C, C2N tape recorder, software worth over 800, Speech 64, Football cartridge. Will sell for only £150. Phone 01 903 6476. Also wanted a cheap 64/128 printer, will pay up to £65, must be in good condition.

C64 (boxed), C2N, excellent condition, programmers ref. guide, £400 of software including Sentinel, Wizball, Hawkeye, Mega Apocalypse, Acro Jet, Hacker, World Games, Solo Flight, Ace of Aces. £180 ono. Call Mark after 6pm on Basildon 411222.

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C64 owner wants any pen pals who will swap info. on all sorts of stuff. Send a letter and photo to: Stephen Beresford, 15 Gisburn Road, Barnoldswick, Colne, Lancs. BB8 5HB, England. I'm 16 (All replied).

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STRATEGY

LORDS OF THE RISING SUN

Cinemaware/Mirrorsoft
Amiga, £24.99

Twelfth Century Japan is as wild as it sounds with Samurai, Ninja and Warlords hacking seven shurikens out of one another. Civil War has split the country and the big fight is about to commence. The country is split into two factions: the constantly feuding Taira and Minamoto clans. The Taira clan are in control, the Emperor has lost his influence and the future of Japan is at stake..

The game begins with the selected Minamoto brother – either Yoritomo or Yoshitsune – having three armies under his command. Use the map of the Oriental islands to direct forces around from castle to castle, gaining alliances or storming castles wherever possible. Via the map, forces under your command can be directed along the country's pathways to distant castles, monasteries, cities and ports. Ports provide speedy sailing to other ports while monasteries can top up supplies if asked nicely (a sword at the throat would be just as easy).

Taking castles and cities is one way to success and obviously increases your force's power. A siege takes the form of a Gauntlet-style sub-game as the attacking leader fights through guards to kill the Keep guard and claim the castle.

But like Defender of the Crown, it isn't all battling and slashing. There is a love interest, but she's locked up in one of the Taira's castles (the Emperor's daughter, just so you know). Rescue her and please the Emperor, gaining some honour into the bargain.

Battling is the other way to ultimate victory in which opposing archers and troops stare each other out across the battlefield, charge at one another, and massacre fellow Japanese. If the enemy retreats you can chase after the leader on horseback hacking down and trampling underfoot his cowardly men while avoiding rocks and trees. Fun indeed, providing you get through to slay the leader.

If things are going badly Ninja assassins can be hired to kill a powerful rival, but if they're caught it's the old sword in the stomach routine for you. However, you're not the only one who can play dirty and if a Ninja pops up make sure you've got your sword handy!

Lords is a change for Cinemaware in that they've sought to revamp ideas from a previous game (namely Defender of the Crown). The presentation is, as ever, first class with suitably Oriental music and good graphics (if not quite in the Rocket Ranger league). It may be argued by miserable people (ie Paul Rand!) that the strategy side of things is slow moving, but the various arcade sections (many more than in Defender) shatter that argument.

Purists might balk at the thought of a Cinemaware strategy game but the game is much more of a wargame than an interactive movie. Thankfully the opponent is strong enough and fast enough in gaining power to provide a high level of strategic strength. The computer-controlled warlord follows a basic pattern of taking over weak fortresses and does start off on a better footing which makes your task that much harder. Unfortunately it's all too easy to fail at the arcade sections and lose the battle (the very difficult castle siege sequence is a prime example).

Without the strong strategic element the game could easily have fallen between all stools and appealed to no-one. Arcade adventurers will enjoy the game but it is essentially a powerful strategy/arcade combination with slightly more emphasis on the former.





Presentation 87%
Comprehensive accompanying manuals, save/load options, suitable music, excellent all-round graphics and a high degree of polish throughout. Unavoidable disk access rears its head.

Challenge 81%
A two-pronged challenge is offered from both the fairly difficult arcade sequences and the slow-moving but strong overall strategy game.

Authenticity 84%
The elements of Japanese honour and the bloodshed of the ancient Orient are skilfully brought together and wrapped up as one very faithful package.

OVERALL 80%
A very good successor to Defender of the Crown in all respects but serving best as an introductory program to the often very complex world of strategy.

BALANCE OF POWER: THE 1990 EDITION

Mindscape
Amiga, £24.99

The original Balance Of Power is widely recognized as one of the most ambitious games ever released, representing over 60 real countries in a tense, present-day power struggle between Russia and the United States. The 1990 Edition increases the number of countries to 80, updates the world situation and introduces a 'Multipolar' level, where smaller countries act less like superpower puppets and are free to start wars amongst themselves.

The simulation starts in the year 1989 and continues until 1997, unless a nuclear war is triggered. You can play either the US or USSR leader, and there's also a two-player option. If the world survives until '97 the winner is the one with the most prestige points, ie the most world influence. Each country has a certain amount of prestige points, calculated by their military power, and depending by how far they lean to you, a certain amount of their points go to you.

Initially the superpowers have zero prestige points each, and the major events map is displayed with certain countries coloured red to show something important is happening to them – usually a civil war or revolution. The cynical heart of the game is backing right-wing rebels/governments against left-wing governments/rebels (if you're playing the US). How you act in the game is via the 'Make Policies' menu. Options include Military Aid, Aid to Insurgents, Intervene (send in the troops) for Government, Intervene for Rebels, Economic Aid, Destabilize (send in the CIA or KGB), sign a Treaty of support and use Diplomatic Pressure. Most of these options can be graduated, (from zero aid to two billion dollars worth, for example).

To help you decide what to do there's a wealth of background information to be accessed, from which superpower a country is allied with to the number of TVs in a country. Setting US policy for every country would obviously take ages, so it's best to concentrate on where there's a crisis of some kind. A basic rule to remember here is the amount of support you can give to a country depends on whether you have an allied country nearby.

Once all your policies are set it's onto the next turn, or year, and there's a couple of minutes wait while the computer calculates the enemy response. In addition your game is automatically saved, so you can take back a turn if necessary.

When the new turn starts the USSR will normally have quite a few bones to pick with you over some of the decisions you've made – ie sending 2000 marines to Afghanistan. This is when crises begin. The first stage is a diplomatic note asking you change policy. Withdraw the troops and you'll lose no prestige points. If you refuse to back down though, the Soviets could escalate to threats, including increasing their nuclear readiness all the way up to a full nuclear war. In a change from the original version there are now four advisors to offer suggestions, these can of course be wrong, or simply state 'it's too close to call' – which is all too common.

Once you start on the spiral of escalating threats and counter-threats the prestige points at stake rise dramatically, with all the world watching to see which superpower is strong, and which weak. And of course with so much prestige at stake the temptation is to escalate the crisis further, hoping to bluff your opponent. This increases the prestige points again, and raises the risk of accidental nuclear war – then deliberate nuclear war, when the temptation arises of 'hitting them first'.

Judging when to stand firm, and when to back down is the most critical and tense part of the game. Survive the Soviet challenges to your policies and then it's time for you to review their policies, challenging them as necessary and threatening to escalate if need be.

As you'd expect from a game designed for the monochromatic Apple Macintosh the graphics don't make best use of the Amiga. The world map



and portraits of your policy advisors are the only graphics, while sound is nonexistent. However it's the gameplay that matters, and that is extraordinarily complex. The sheer number of countries, and large amount of information to be studied, is extremely impressive (there's a lot of in-game disk accessing, but usually very quick). For this reason it's no good loading the game without at least an hour or so to spend on one or two turns.

In short, if you've the patience and inclination to persist with it, this is an exceptionally involved and challenging game. But owners of the original be warned, the only addition for an extra £25 is the multipolar option.

Presentation 70%
An informative 92 page manual and slick use of windows make a complex game relatively easy to understand, but graphics are poor and the lack of a better save facility is irritating.

Challenge 94%
82 countries and four different playing levels provide a very substantial challenge indeed.

Authenticity 87%
High, but random elements soon create unrealistic touches as the game progresses.

OVERALL 90%
A complex and involving game which will demand a lot of time to fully master.



STORM ACROSS EUROPE

SSI
C64, Price to be announced (disk only)

When word first came through of *Storm Across Europe* it was met with utter disbelief. The whole of the Second World War conflict in Europe crammed into a 64 just couldn't be done but SSI have taken on the challenge and succeeded in fine style.

Rather than adopt the finely detailed style of most of their games, SSI follow the *Colonial Conquest* lead with the entire European continent as centre stage. As the leader of Germany's forces you're up against very nearly the whole of Europe – an unenviable situation.

Storm Across Europe removes itself from the gritty individual battles of games like *Typhoon Of Steel* and *Overrun!*. Instead it concentrates on the strategies of gaining territory through best use of all three forces (the massive German Army serving as the prime force).

Each turn is made up of a whole season beginning with Autumn 1939 and finishing whenever you are finished – after all you may change history and make it past VE day! Any of five periods can be chosen to start from or a saved position restored.

A scenario builder can be brought into action for wargamers wanting to change the situation. Extremely comprehensive, it allows for modification of forces across the board prior to battle. The level of political (Hitler's) interference and sanity level of Stalin are just two parameters that can be modified.



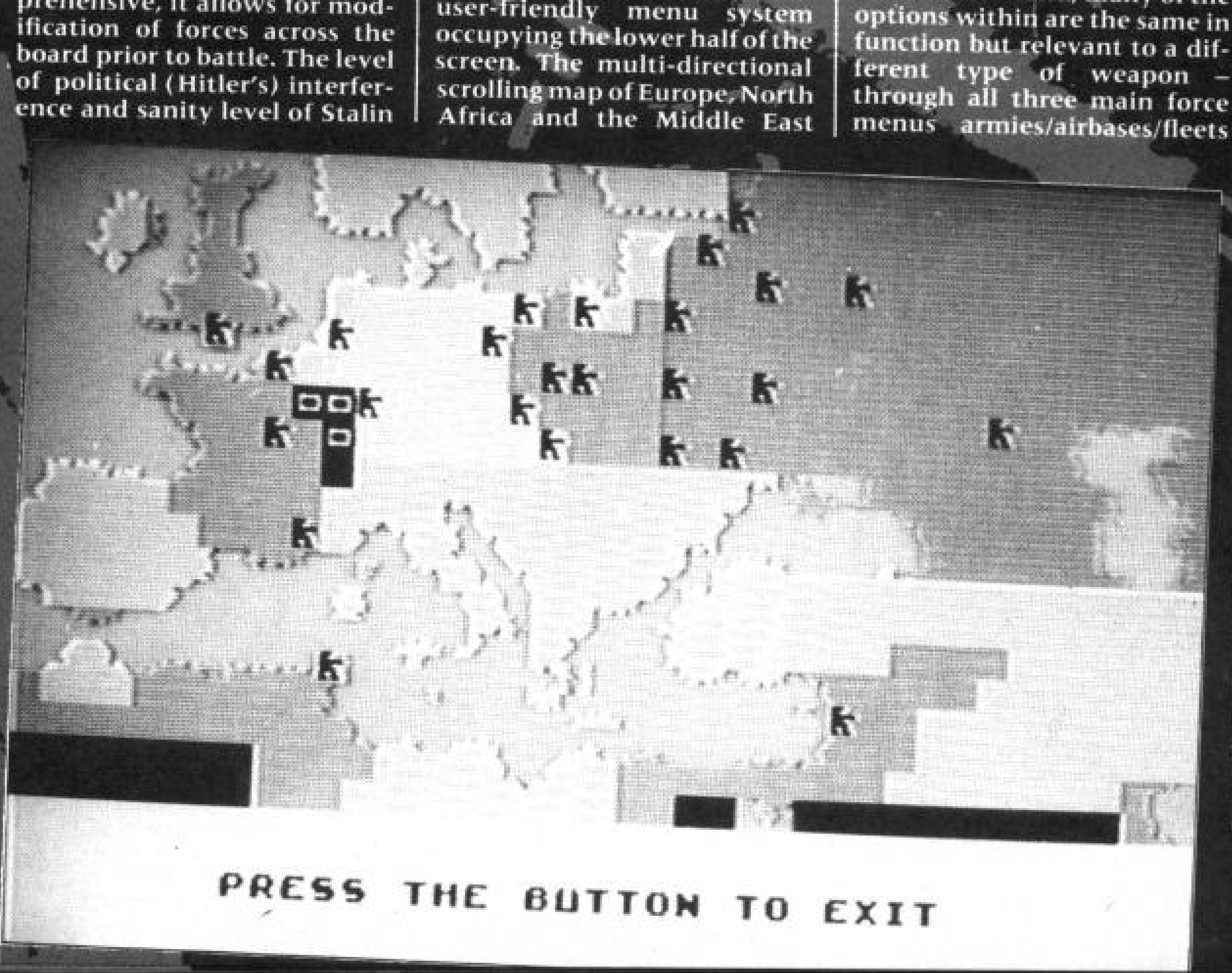
The period chosen determines forces' strength, technology and research/raw materials levels among many other aspects with the USA joining the Allies late 1941. Once the period is selected and the scenario constructed the war begins.

With such a large scale as this it's impossible to think about handling individual units. Instead each unit represents an entire squadron, army brigade or small fleet, keeping the scale sensible and combat in correct relation to the war as a whole.

All commands are issued using the well designed and user-friendly menu system occupying the lower half of the screen. The multi-directional scrolling map of Europe, North Africa and the Middle East takes up the top half of the screen with each country subdivided into separate regions.

Sub menus are accessed through the six main menu options: LAND, NAVY and AIR are the key options through which each force is sent into battle. VIEW is used to show information on each country's industrial strength, population, raw material levels as well as a map of Europe and army/fort positions. COMBAT initiates the planned battles and also brings in the next season. Save/Load position facilities are also offered through the DISK menu option.

Though each of the forces has its own menu, many of the options within are the same in function but relevant to a different type of weapon – through all three main force menus armies/airbases/fleets



can be created or removed from play or units transferred between bases.

Particular to each menu are the unique action options – LAND forces attack with tanks and infantry, the NAVY sets out to patrol seas, hunt convoys in subs, resupply other units via convoy, and finally the AIR force can bomb production, airbases or hunt for enemy airpower and destroy it. The latter force is capable of investing research points in either V rockets or atomic bombs, each having its own pros and cons.

The tactical objective of domination is to gain possession of at least half the target country's territory along with the capital. Poland is not much of a problem but Russia's sheer size and power can prove to be Germany's downfall. Combined use of all three forces is the way to victory but with enemies all around this is no walkover wargame.

This review can only serve to highlight selected aspects of the game, the fact that *anything and everything* is possible when it comes to recreating or rewriting history is where Storm Across Europe comes into its own. From the sea war in the Atlantic and Med through to the Battle of the Bulge, the invasion of Crete, El Alamein and the Battle of Britain – anything is possible and the history books can be totally rewritten. The sheer scale and scope of it all is staggering to say the very, very least. SSI's best 64 wargame to date.

Presentation 88%
The best SSI game yet in terms of user-friendliness and clear presentation – and all joystick driven! Smooth-scrolling map, easy to get into and accompanied by a manual which while a touch brief says all it needs to say extremely well.

Challenge 95%
Tackling the entire Second World War in Europe is not for the weak of heart! The multiple period option allows for novices and experts alike to enter the game at the level they feel confident with.

Authenticity 90%
Obviously due to the large scale it misses out on extensive battle detail but makes up for this by faithfully covering ALL combat actions and aspects of the European war.

OVERALL 94%
Easily the best thing SSI have yet produced.

OVERRUN!

SSI
C64, £24.99 (disk only)

Overrun! is, to quote the cover, 'a tactical game of modern land warfare' spanning combat in the Arab/Israeli October War of '73, present day and future Middle East conflict and of course the next BIG battle – conventional war in Central Europe.

Based around the highly successful Typhoon Of Steel game system (an improved version of the evergreen Panzer Strike!) Overrun! is primarily concerned with individual unit action which is recreated literally blow by blow. Each square on the 30 x 90 map is 50 yards in size – this is where Typhoon and Panzer proved most powerful as wargames. No higher level action here, it's all 'down in the dirt' battling throughout.

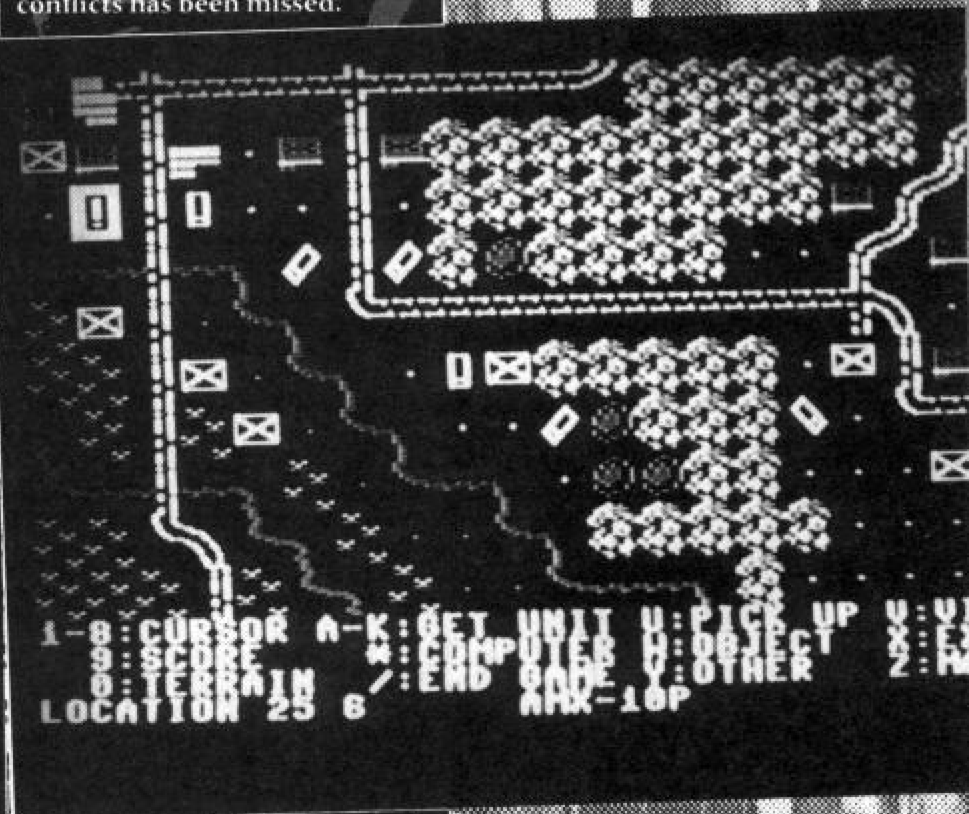
As well as the standard military hardware currently serving in the various modern theatres of war Overrun! also provides room for future battles with prototype weapons such as the Russian T-94 Main Battle Tank, reactive armour, FOGM missiles, Mil-Mi 28 Havoc helicopters and more.

Variety is the spice of life but Overrun! isn't too hot in flavour with only the 8 Middle East and Central Europe hypothetical scenarios. Thankfully a build scenario option is available (with an Auto Build option within).

The control system is easy enough to use, despite the awkward 1-8 layout for cursor movement. How about improving on this SSI? It may be the standard now but for veterans it's a nuisance and for novices it's at times murder. Following orders play is conducted using the 'pulse' system to determine firing and movement order. Slow yes but realistic enough to offer a good sense of low-scale (ie individual) combat.

Play is as ever strong to very strong in challenge – one game involving the scenario 'Shootout on the E4' saw meagre US forces holding against a bottlenecked mass of Soviet armour for all of 2 hours. Sporadic attacks and constant probing of the US defences saw limited combat building up to a devastating all out attack through the trees. Very sneaky but ultimately very effective as the US units crumbled under the computer's Red forces. A challenge and a half this most certainly is. With anti-tank missiles, HEAT (High Explosive Anti Tank) shells and Mil-Mi 24 Hind helicopters battles are over a lot quicker than in Typhoon Of Steel and Napoleon.

The 'what if' potential of Overrun! is one of the game's strong points and through this the player gets to create history rather than recreate it. The mechanics of play work as well as any other recent SSI game but the potential for extensive coverage of modern conflicts has been missed.



Presentation 87%
Technical detail abounds, extensive specifications with highly informative briefing manual. Standard SSI game presentation but neatly done nevertheless.

Challenge 81%
A very high challenge across the board to keep you sweating, and at times very vicious.

Authenticity 75%
Open-ended with the future war scenarios but satisfyingly gritty Middle East combat.

OVERALL 80%
Slips up in the possibilities of modern combat but despite this an extensive and very comprehensive wargame.



HALLS OF MONTEZUMA

SSG
C64, £18.95 (disk only)

Following such titles as Carriers at War, Battlefront and the magnificent Europe Ablaze, Halls of Montezuma brings us nearer the present day with an incredibly extensive battle history of the United States Marines Corps.

Based around the Battlefront/Battles in Normandy game system Halls deals in units of roughly battallion size with three divisions available. Like Storm Across Europe this size naturally dictates the scale of the battle but also allows for a mid-level of command with both high level strategy and low-level tactical operations needing to be taken into account throughout.

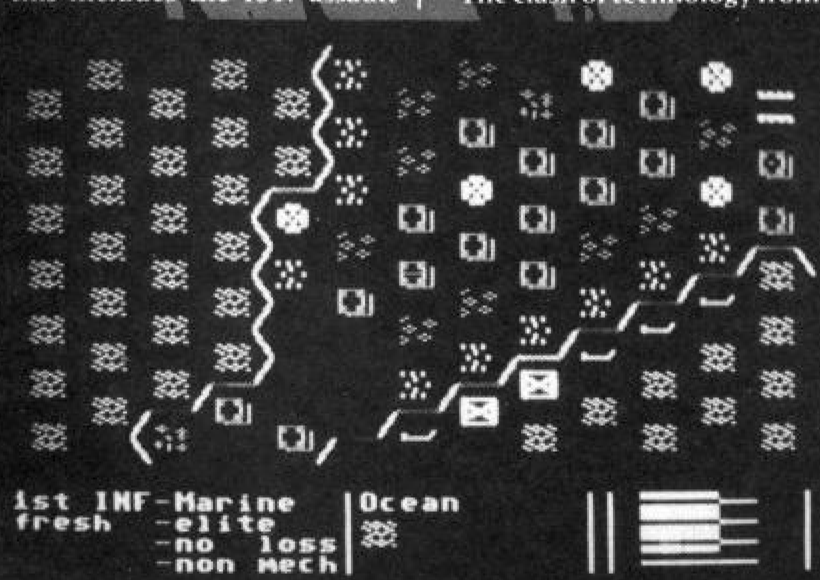
Halls contains eight scenarios, tracing the Marine Corps' battle-scarred history – this includes the 1847 assault on Mexico City, Belleau Wood in 1918, Iwo Jima in 1945 right through to the battle for the city of Hue in South Vietnam.

With SSG games, at least the presentation is there to start with, and the menu system is easy enough to use. Play is smooth-flowing and a lot faster than in Typhoon. The ground features may lack detail but it's all very clear, precisely laid out with fluid scrolling. The map is most welcome (take note SSI!).

Strategic play is stronger in the earlier scenarios – after the Second World War technology moved ahead dramatically. The time of the Korean War proves the best era with the weapons of post-war and beyond (including the first widespread use of jet fighters).

The clash of technology from different generations is the most interesting of matches but using the Warpaint and Warplan construction set utilities new scenarios can be born from the imagination or the pages of SSG's own magazine, 'RUN 5'.

If you're expecting a Typhoon of Steel-type level of play you'll be disappointed. The action is placed at regimental and battallion level and can be regarded as a lot simpler than the comparable SSI title. Fortunately Halls provides a better insight into the battle as a whole (the higher strategic level) – the eight scenarios providing more depth although the involvement in each battle is marginally less than in Typhoon. A solid, well-structured and presented wargame covering multiple eras with competence.



Presentation 82%
The manual covers the Marine Corps history in considerable detail and instructs in a readable enough manner.

Challenge 75%
A moderate challenge increasing in difficulty the more modern the scenario. The scenarios may be similar in structure but provide enough variety.

Authenticity 78%
The implementation of the game scenarios and order of play is as faithful as could be imagined.

OVERALL 78%
A good computerised account of the Marines Corps and its star-spangled history.

NEWS

SSI

Following *Storm Across Europe* SSI are becoming mysteriously quiet on the traditional wargame front, although the Amiga conversion process continues (UbiSoft are handling the programming of the Amiga *Pool of Radiance* – if they ever get to finish *Iron Lord* first). A Pacific *Storm* and 16-bit Europe *Storm* could be brewing but it's too early to say yet. On the AD&D front, SSI have planned *War of the Lance*, a strategy/tactics game set in Krynn, and *Power Struggle*, another strategy game where warlords and diplomacy abound.

The *Dragonlance* computerised RPG is planned and looks set to open up the world of *Forgotten Realms* in a similar fashion to *Pool of Radiance*. *Heroes of the Lance 2* is on the cards continuing the battle into the wilderness and Pax Tharkas's fortress. The strangest project lined up is the *Dragonlance Flight Simulator* (provisional title) – battling dragons in the air would have to be seen to be believed!

SSG

From down under comes *Battle of the Bulge: Last Chance in the West* using yet another new game system but this time on the biggest scale of all with whole armies to control. Divisional-size units can also be commanded with three scenarios and a campaign game to keep you busy.

Campaigns of Napoleon: The Glorious First Empire will follow later on with six scenarios included. *The New World* is based on the discovery and subsequent conquering of the 15th Century. You take control of one of four countries' forces and aim to take the richest pickings. The post-holocaust RPG, *Twilight 2000*, is planned for 'computerization' along with Amiga conversions of existing SSG games (*Halls of Montezuma* is imminent with *Decisive Battles Parts I - III* later on).

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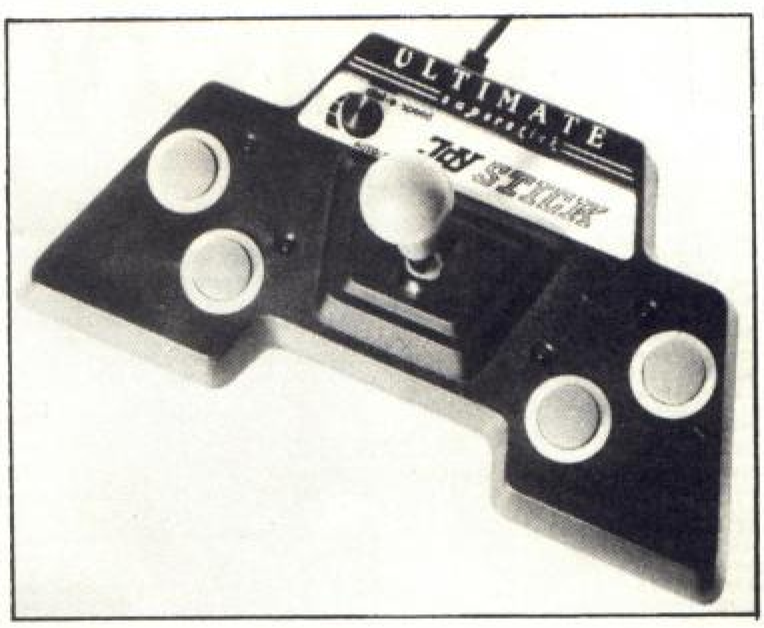
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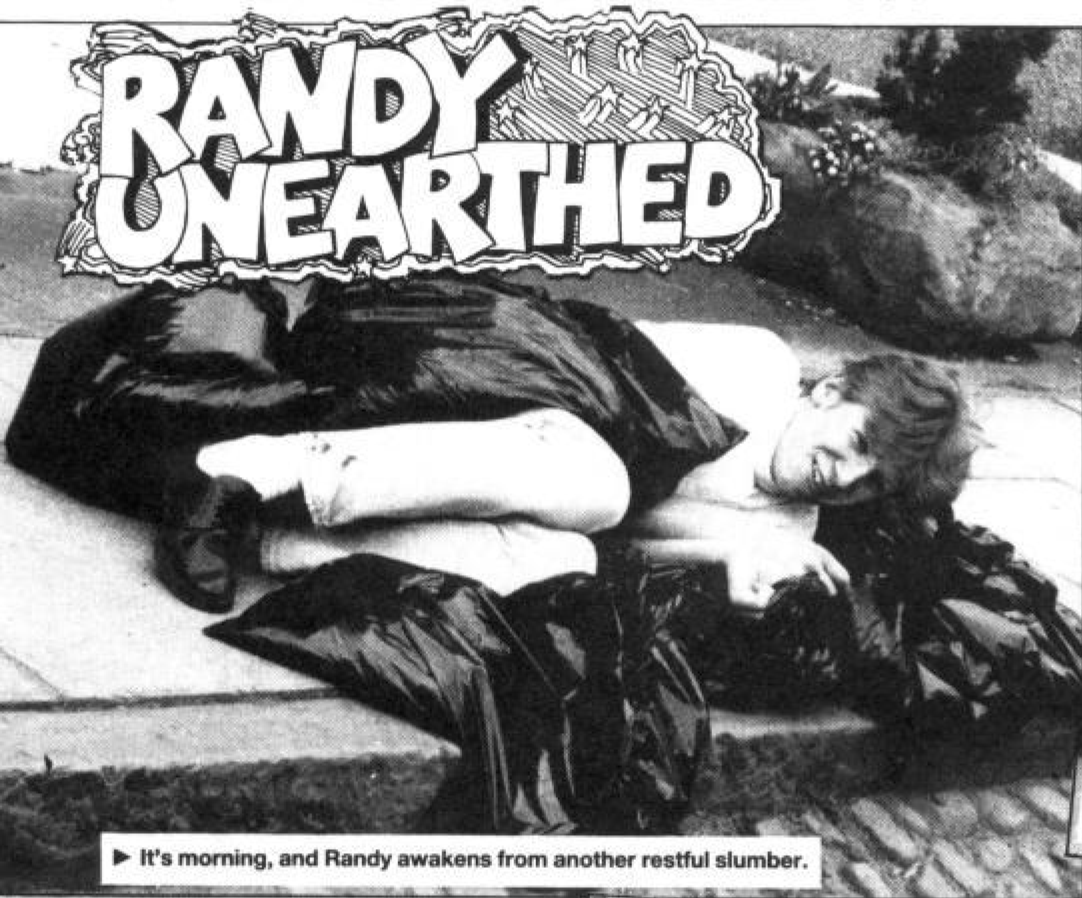
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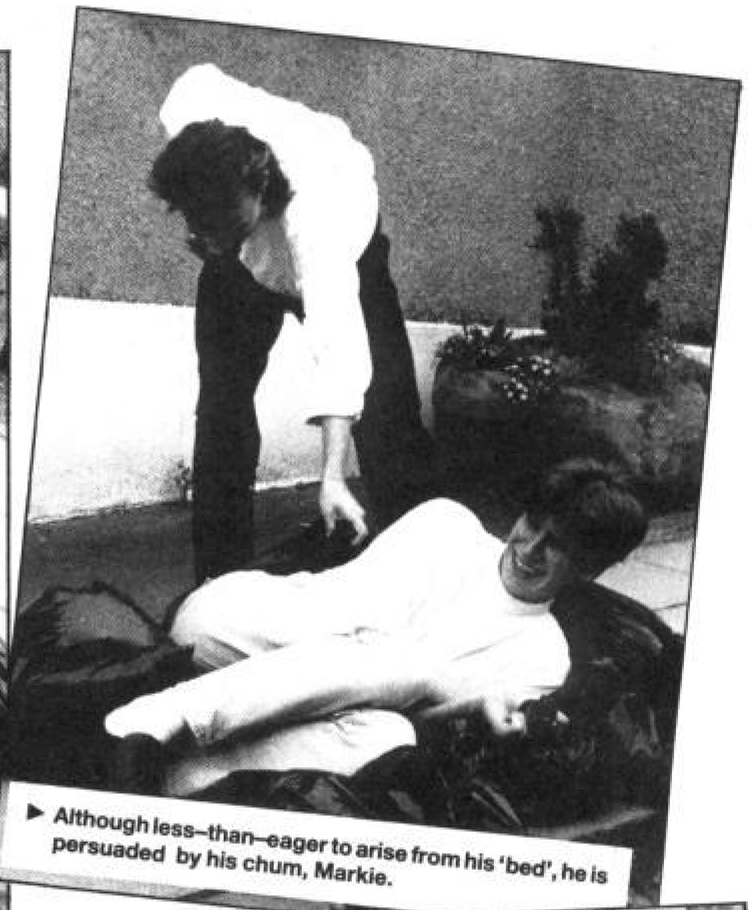
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A DAY IN THE LIFE....

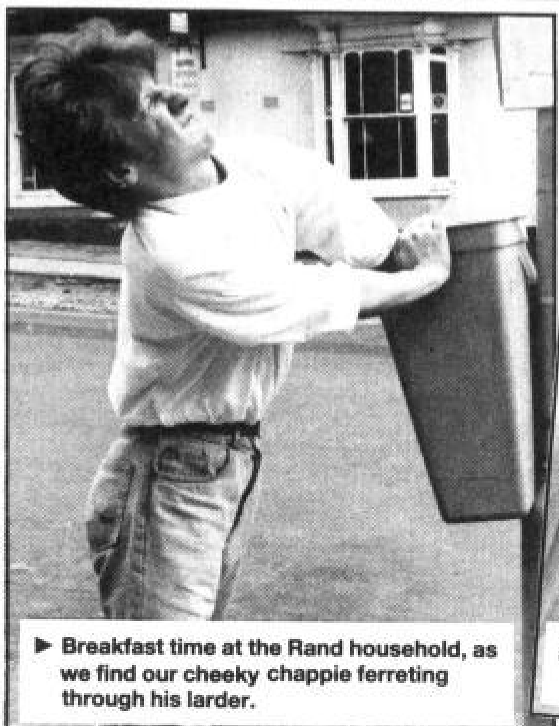
RANDY UNEARTHED



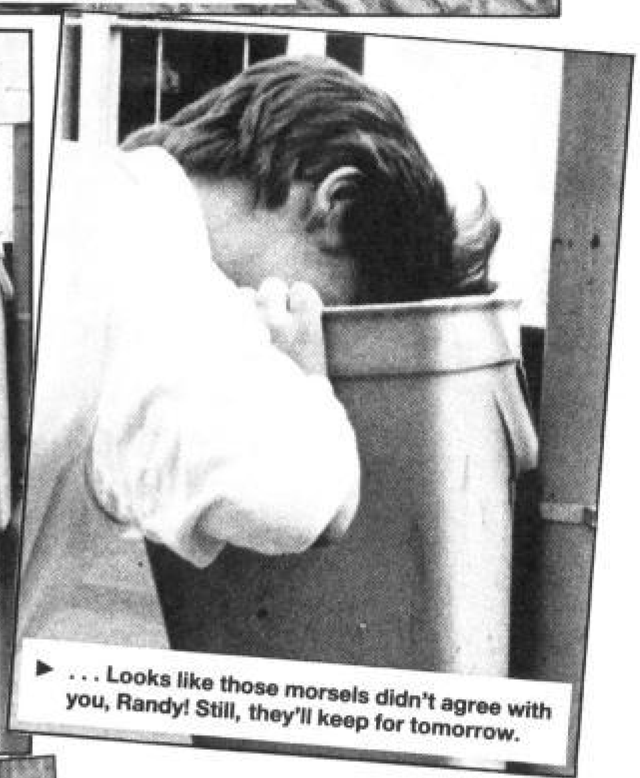
▶ It's morning, and Randy awakens from another restful slumber.



▶ Although less–than–eager to arise from his 'bed', he is persuaded by his chum, Markie.



▶ Breakfast time at the Rand household, as we find our cheeky chappie ferreting through his larder.



▶ . . . Looks like those morsels didn't agree with you, Randy! Still, they'll keep for tomorrow.



▶ Well, that's work over and done with!



▶ Always a keen church–goer, Randy and pal enjoy doing their bit for the less–priviliged members of society.



▶ Ah! Lunchtime!



NEXT ISSUE:-
HOW TO BE BANNED IN ONE EASY LESSON!

SIZZLER

ZZAP! TEST

ARCHIPELAGOS

A

Logotron, Amiga £24.99

●The game with soul

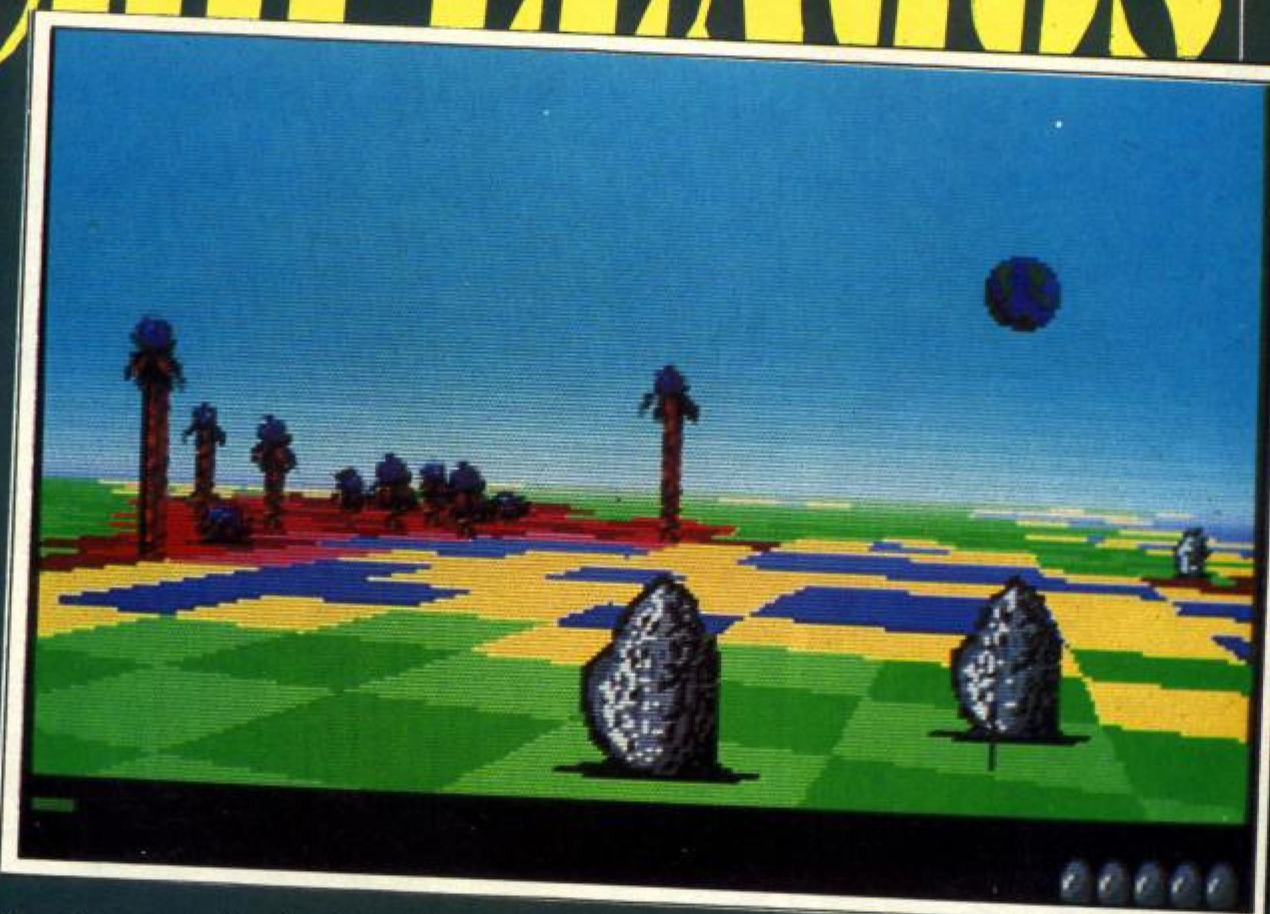
In times long past mysterious beings known only as the Ancients watched over an eternally tropical world, their leisured thoughts creating ten thousand Archipelagos. When they tired of that they populated a nearby planet. These new people eventually came to the world of the Archipelagos as the Visitors. On each Archipelago the Visitors placed an Obelisk. The Ancients disliked this intrusion and unsuccessfully attempted to de-imagine the Visitors. Soon after this the Visitors left, but only after first slaughtering the Ancients. While they slept the Ancients were turned to stone and their blood drained into the soil.

You enter this tormented world floating a metre above the ground with the objective of cleansing all ten thousand Archipelagos of the Visitors' presence. To do this you must destroy the Obelisk on every island, but this is only possible after each of the stones which give it power are disintergrated. Stones are invulnerable unless connected to the Obelisk, so sometimes vast land bridges have to be created. Once all the stones have been destroyed, by absorbing their energy, you have 90 seconds to get the Obelisk.

You move around the world by placing a cursor on a square, pressing a mouse button instantly transports you there. This is all relatively easy, but you must be wary of trees. As they rise and fall they move toward you, along with the lethal virus which turns the land red and kills you on contact. Also lethal is the sand and sea. If you complete a level you go onto the next; the game automatically remembers how far you go, so there's no need to write codes down to get back to the last level you completed.

As you get further into the game the dangers increase. Necromancers are ghosts of the Ancients and wander around taking away the land directly underneath them. Blood Eggs first appear on Archipelago 20 and hatch extremely lethal spirits with a clap of thunder and lightning. Even more fearsome are Lost Souls which are like whirlwinds, contact with them brings death!

If you complete a level you advance onto the next during the first 100, where every fifth island has a special shape (there's even an Eastenders archipelago). After that all the archipelagos are drawn randomly and you advance two if you complete one. Obviously getting to level 9999 will take quite a while!



▲ Two stones grouped together, but are they connected to the Obelisk?

One of those games that you just can't get into quickly but once you've experienced it you just don't want to let go. The strange nature of the game and the totally hypnotic accompanying music creates a totally wierd and immensely convincing atmosphere which (in my opinion at least) beats **The Sentinel** hands down. Just start the game and listen to the music to hear what I mean. Gameplay is significantly better with considerable variety in the foes lurking around the islands, a better sense of progress, a better feeling of achievement and at last true incentive to progress. Great stuff.



Once you accept the relatively simple rules of **Archipelagos** there are no glitches or compromises to distract you. When the sky starts to darken, lightening bolts flash and mirror-faced Necromancers go hunting it all gets extremely tense. The music heightens the sense of atmosphere still further, together with haunting sound effects such as the Lost Souls wailing. A massive and enchanting challenge Archipelagos makes Logotron a name to watch.

PRESENTATION 85%
Good manual and no codes to learn for level access.

GRAPHICS 91%
Relatively simple, but slick, fast and totally convincing.

SOUND 92%
Subtle, weird background music and unnerving FX.

HOOKABILITY 85%
Takes a bit of getting used to, but first few levels are pretty easy afterwards.

LASTABILITY 93%
9999 levels!

OVERALL 90%
A superbly atmospheric successor to the brilliant *Sentinel*.

SIZZLER

Blood Money

A

Psygnosis, Amiga £24.95

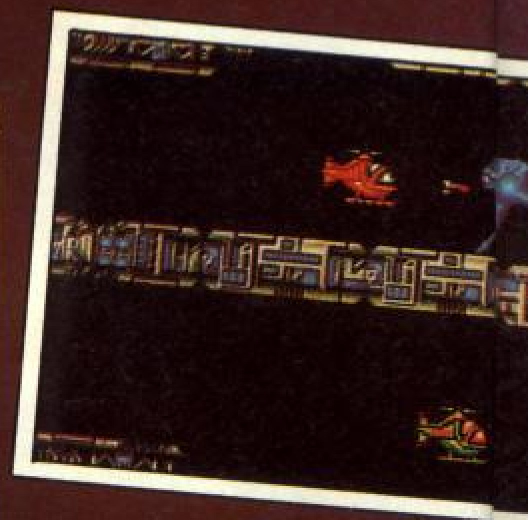
●Killing for cash on four alien worlds

Holidaying on the planet Thanatopia is pleasant enough, but young Spondulix wants real excitement! You know the kind – blasting aliens on the notorious Alien Safari where life expectancy is a minute at most. The Safari includes four different worlds, with prices ranging from $100 to $400. A few fibs to your parents earns $200 and you're ready to begin, with a choice of the first two planets – complete one of them and you'll have enough cash to 'party' on planets three and four.

The first planet, which you explore in a helicopter, is a metallic world heavily populated by walkers, alien spaceships and all manner of weird drones. Shoot them and coins are dropped, ranging in value from $10 to $25. But watch out for gun turrets, radio beacons which reverse your controls and when the scrolling switches to vertical! Planet two is an undersea one which you take on in a submarine. Baddies include superbly animated jellyfish, torpedo firing submarines and giant crab claws. Further into the game there's rock formations which you must blast your way through, pick the wrong route here and you'll end up trapped. The next planet is a beautifully drawn ice world which you fly over in a spacesuit and jetpack. Flying lizards, digitized asteroids and huge, vicious ice columns are some of the baddies here. And finally there's the 'gore zone' of planet four with

▼ As the guardian turns its spikey scales, rotate around as well!





▼ On the ice planet and about to be warmed up by an unfriendly missile.





I wasn't too surprised to discover that **Blood Money** was programmed by the brilliant David Jones, the man behind that ace shoot-'em-up, **Menace**. The sprites are all beautifully animated – the large, Star Wars-style Walkers on Planet One use 18 frames of animation! The soundtrack is also impressive, especially the amazing sampled **Blood Money** song when the game is first loaded. The four planets each have their own set of aliens, and gameplay is genuinely different for each world. There's always the desire to get just that bit further in the game to see new baddies, and eventually, the terrifying end-of-level guardians. The two-player game is even more fun – it's great to nick all the dosh from the aliens which your partner has just shot! I just can't help myself – I'm dead greedy and the sight of all those coins is just too much of a temptation.



◀ Two player action with the walkers stomping in





Money makes the world go around, and 25 quid is a fair sum to pay for a shoot-'em-up, but **Blood Money** is well worth it. All four of its worlds contain some of the most stunning baddies, ranging from pulsating jellyfish to spinning rocks. The animation is incredibly smooth and the scenery is simply beautiful (reminds me of the valleys, boyo!). Gameplay measures up to the game's brilliant looks and each world requires a totally different set of tactics in order to succeed. So you're really getting four games in one. Another bonus is the two-player option which is hilarious as the 'partners' make a mad dash for the cash. And although the game is extremely challenging, most lives are lost through sheer greed! Great to play alone or with so-called 'friends' **Blood Money** is one of the most addictive blasts I've played in ages.

SURVIVAL SYSTEMS

$100 – Support missile, skybound
$100 – Support missile, earthbound
$150 – Neuron bomb
$150 – Support rear-fire missile
$200 – Long range missile capability
$200 – 'Kleen Heels Supa-Drive' (increases your speed)
$250 – 'Norton Thunder-Thru' (restores your shield to maximum)
$250 – 'Dr Marten's Aero-Soul Mk VI (an extra life!)

you in a spaceship facing floating eyes and squirming caterpillars. Needless to say there's some pretty neat end-of-level guardians as well.

Each planet can be visited alone, or with a friend (particularly useful for planet one). The game's no different according to the number of players, but you can earn a lot more money on your own. And cash can buy everything from rearward firing missiles to an extra life (see box). However, there is only one of each weapon at most equipment stores, so make sure your partner doesn't get there first, and if a life is lost so is all your extra equipment.

Psygnosis has something of a reputation for producing brilliantly presented games, although playability hasn't always matched looks. *Blood Money* kicks off with a dazzling demo, matched by excellent in-game graphics and sonix – Psygnosis have never done better. The game is simply a treat to watch, with all manner of weird and wonderful alien creatures, but more importantly it's also superb to play. If the disks hadn't been locked away it's doubtful this issue of ZZAP! would ever have been finished. You can't miss this game!



64

The great news for 64 owners is that they won't have long to wait for Blood Money, the C64 version is due for a July release, retailing at £9.99 cass/£12.99 disk.

▼ Snatching victory from the claws of a giant crab



update

PRESENTATION 96%
An amazing intro sequence and great two-player option.

GRAPHICS 94%
Each world has its own unique scenery and smoothly-animated aliens.

SOUND 95%
The sampled song is astounding and there's also a great in-game tune which can be swapped for effects.

HOOKABILITY 94%
The idea of 'shoot and collect' is simple enough to make for instant playability.

LASTABILITY 93%
The high difficulty level doesn't deter you from persevering to see more stunning baddies.

OVERALL 94%
Shoot a few aliens and collect the 25 quid to buy Blood Money. It's brill!

TEST

DARK SIDE



▲ There's a tank to the left, an ECD to the right, and you're airbourne with not much fuel.

Microstatus, Amiga £24.99

On the dark side of the moon Tricuspid the Ketars have started construction of a weapon by to revenge their defeat in Driller. **Aimed at the planet Evath it draws power from of network of Energy Collection Devices (ECDs). At the apex of each ECD there's a solar cell which transmits its power down a matrix to the Zephyr One weapon. Your mission is to destroy all the ECDs – no easy task considering you're alone with just a jetpack to carry you around.**

The basic gameplay of the original Dark Side **is unchanged: travel around by foot or jetpack and unravel the 3-D puzzles which protect the ECDs. The only real changes are, inevitably, the presentation.**



ROBIN

Although I wasn't totally enamoured by the original 64 version the music was what made the game for me, setting the scene and game atmosphere superbly. On the Amiga the programmers have performed miracles by rewriting it and using stereo to the full, creating a beautifully slow, pounding soundtrack in the process. The garishly colours in places I could do without and the update is not amazing, but Amiga owners fresh to Freescape, or those eager for more, will find plenty here to keep them occupied for quite some time.



The technical achievement of Freescape is obviously somewhat diminished on the 16-bit machines, where solid 3-D of the **Starglider II**-type is increasingly commonplace. But if the actual game graphics are unspectacular the superlative control panel, with neat touches like the save/load panel which slides down, and great music as well, show a commendable effort to exploit the Amiga. Then, of course, there's the 16-bit speed of the graphics – flying around with the jetpack is much more realistic now, though not quite up to **Starglider II** speeds. And finally there's all those wonderful puzzles which are, after all, the heart of the game. In short well worth a look, although clearly overpriced.

PRESENTATION 87%
Attention to detail on the control panel gives a real 16-bit 'feel'.

GRAPHICS 78%
Faster, but still a touch jerky with brighter, sharper colours which may not be to everyone's taste.

SOUND 84%
Reasonable spot FX which can be swapped for an atmospheric soundtrack.

HOOKABILITY 76%
A bit difficult to get into, but all the old playability is still there

LASTABILITY 80%
A substantial challenge, but no more puzzles than on the 8-bit machines

OVERALL 81%
The Freescape games offer a unique and innovative style of gameplay

TOTAL ECLIPSE

Microstatus, Amiga £24.99

The latest setting for the Freescape technique is also the most imaginative, namely Egypt in the 1930s. In ancient times a curse was put on a massive pyramid dedicated to the Sun God – if ever a total eclipse happened over Egypt the Moon would explode, devastating the Earth with its debris. On October 26 1930 said eclipse is about to happen and you've a mere two hours to penetrate the pyramid and destroy the pyramid shrine to prevent destruction. The game starts with you having just left your biplane parked outside the pyramid you're about to enter. Besides dying of dehydration, if you don't keep your water bottle topped up, you can also die of a heart attack caused by falling off ledges, getting crushed by falling stones and taking too many hits from poison dart traps. If the damage isn't immediately lethal, you can calm your heartbeat by resting (there's an accelerate time feature) but remember the time limit!

As with Dark Side **there's plenty of 3-D puzzles to be solved, with the addition of plenty of treasure to looted as well.**



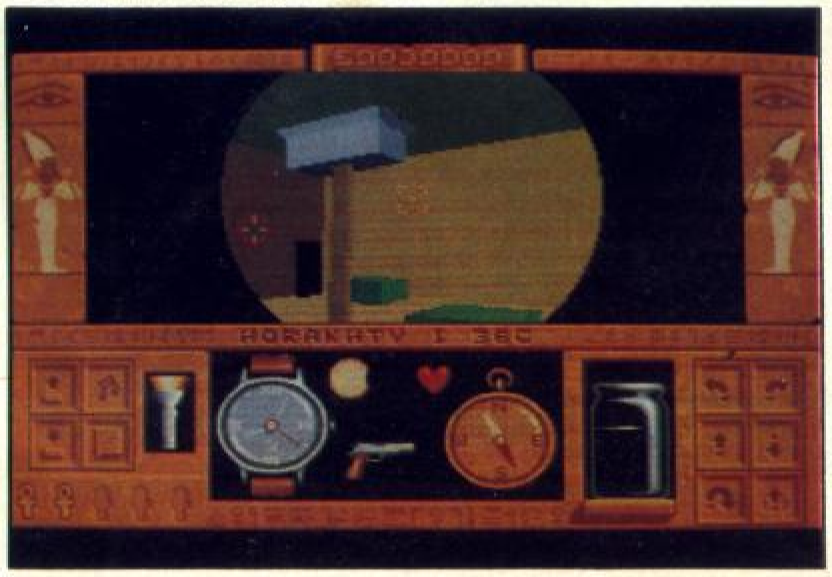
ROBIN

Dark Side comes close in terms of realism but to my mind **Total Eclipse** has a lot better atmosphere – the feeling of being in claustrophobic surroundings with a rhythmic heartbeat can make for a really tense game. Better use of colours and slightly faster gameplay (I think) than in **Dark Side** are blessings although the tune is nowhere near as moody.



Once again little is added to the admittedly superb 8-bit puzzles, but just like **Dark Side** moody music and a a good instrument panel make it easy to forget that. This is an alluring and challenging game which I certainly enjoyed playing. Being a SF fan I marginally preferred playing **Dark Side**, especially with that superb music and enhanced arcade sequences, but **Total Eclipse** offers an even more substantial challenge. Pity about the price though.

▼ Be careful not to use up the torch batteries!



PRESENTATION 89%
Save/Load option, animated loading screen, detailed border and a helpful instruction book.

GRAPHICS 80%
Fast moving solid 3-D with convincing use of colour.

SOUND 80%
Tension inducing heart beat, sampled gun shot effect and a moderately authentic but limited Egyptian soundtrack.

HOOKABILITY 78%
Easier to get into than *Dark Side* and progress is very rewarding.

LASTABILITY 79%
No improvement in the number of rooms but the atmosphere of the game makes you want to explore just that little bit further constantly.

OVERALL 82%
One of Robin's all-time favourite games.

SIZZLER

MILLENNIUM 2.2

Electric Dreams, Amiga £24.99

●Colonize the solar system and save humanity

Millenium 2.2 is a sort of high-tech Adam and Eve. The human race has virtually been annihilated by a massive meteor smashing into the Earth, and the only humans left live in colonies on Mars and the Moon. As Moon Base commander you've got to 'go forth and multiply' to ensure humanity doesn't go the way of the dinosaurs. Sadly the moon is not the sort of place you can go for romantic walks in the countryside, well not yet at least. Instead you must build unromantic 'nodules' – domed buildings to contain more people – and construct spaceships by which to colonize other planets and moons. To complete the game you must re-establish life on Earth, a task which will take vast quantities of raw materials and scientific research.

Decision-making in Millenium is purely by windows-and-icons; Moon Base consists of seven domes each of which brings up a window if clicked on. The Life Support dome is obviously important, but the window here simply reports how many people are alive and well. Similarly the vital Energy dome window can only be used to select which solar power generator (Solagen) to use. To get a more powerful Solagen you must have the raw materials (turn on the Mining Dome) and construction plans from the Research Dome. Once you have these you can set the Production Dome to making it. Other items which can be made include orbital lasers and fighters for the Defence dome, and spaceships and probes for the Hanger dome. The Defence dome is obviously used only when you're under attack. Click on the dome then and radar shows the numbers of enemy ships. Select lasers and defence is handled by computer. Select fighters and one is launched with you in the cockpit. The only arcade section in the game, this has the enemy attacking you one by one, in solid 3-D fighters which zoom in and out blasting away with their lasers.

▼ One of the most useful ships in the game, but if you don't like it use the far right icon to cannibalize it





▲ The all-important defence screen – choose between automated lasers and manned fighters

The main part of the game though, is choosing which items to research and produce. Then when you've got some spaceships where to send them – a voyage to the outer planet takes hundred of days, so it's as well there's an efficient time acceleration feature. Spaceships are particularly useful for ferrying resources from colonized planets back to the Moon, since the Moon lacks various minerals vital for some items.

This strange, and unusual game crosses a relatively simple strategy with an atmospherically presented adventure. The desire to see more of these adventurey bits, combined with slick 16-bit (albeit ST) presentation, make this an exceptionally compelling game. The only drawback is the relative ease with which this £25 game might be completed after around 20 hours play. Nevertheless with such a great atmosphere, and high addiction quota, I for one certainly found myself playing into the early hours until I completed it.





Like the space virus of Alpha Centauri XII, **Millenium 2.2** began to grow on me very quickly upon first playing it, but it is by far more pleasant to experience than the former. The best graphics yet for this type of game (incorporating many other styles of game – from strategy to arcade – an odd mixture), **Millenium** oozes quality presentation – a damn shame that sound is limited to little more than spot effects (very effective though!). A little slow to start with **Millenium** quickly becomes engrossing with interesting problems all the way and is easily the best looking strategy cum adventure game for a long while.

64

No plans as yet, I'm afraid.

update

PRESENTATION 91%
The many menus are attractively presented and a joy to use.

GRAPHICS 88%
A variety of well-drawn sub-screens plus a solid 3-D arcade section.

SOUND 60%
Atmospheric spot effects.

HOOKABILITY 90%
Once you understand what to do, the intense atmosphere draws you in.

LASTABILITY 91%
Such a wide variety of gameplay should keep interest high.

OVERALL 90%
An unusual, compulsive mixture of game styles.

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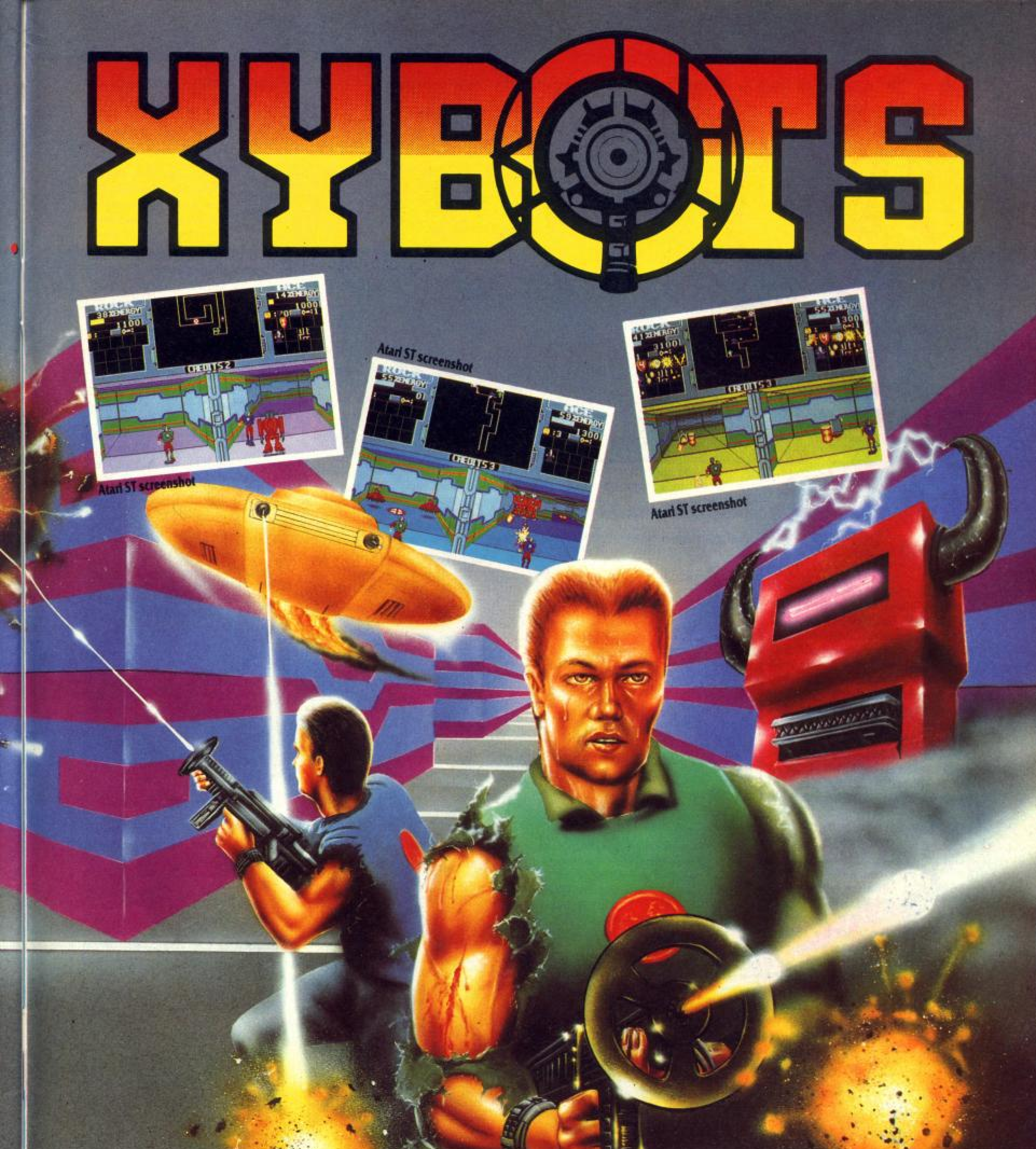


Coin-op screenshot



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Programmed by Teque Software Developments Ltd.



Grand Monster Slam

Rainbow Arts, C64 9.99 cassette, 12.99 disk; Amiga £19.99

Beloms aren't exactly vicious creatures. These small furry balls are either masochistic or stupid – they let everyone else kick them around, literally. The beloms are used in the weird sport of Grand Monster Slam where two competitors stand at either end of a pitch, trying to kick all twelve beloms over the other side, the main tactic being to knock your opponent over.

The height of kicks is determined by how long the fire button is pressed, while they can also be aimed left/right. If a player kicks a belom into the crowd, a penalty (taken by kicking a duck!) is awarded to his opponent. If the penalty is successful, three of the taker's beloms are sent over to the other side.

Playing against various computer opponents, you must win three matches to advance to the next of three leagues. Between matches, a 'Revenge Of The Beloms' sub-game is played. The overhead view shows the player surrounded by nine angry beloms. They attack one at a time, and a given number must be knocked away with a staff to retain the score from the previous match.

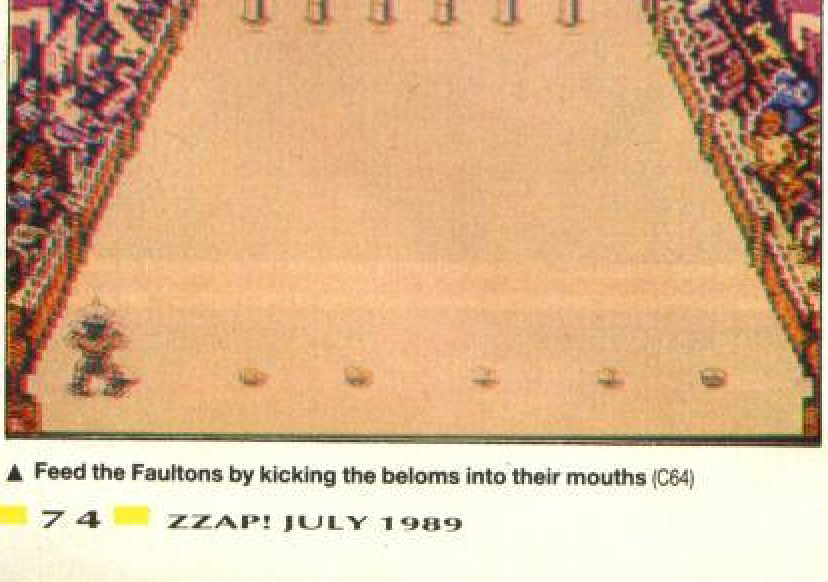
If three matches are won, the player proceeds to another sub-game, Faulton Feeding. Six reptilian faultons sit on progressively higher poles, waiting, in turn, to be fed. The player has a single attempt for each one, kicking a belom into its open mouth. A certain number of faultons (2 on the first level, 4 on the second) must be fed to qualify for the next league.

▼ **Aaargh! The revenge of the Beloms** (C64).

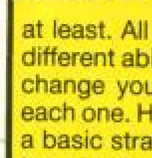




The sick humour featured in **Grand Monster Slam** makes it initially very appealing! But those poor beloms have a hard time of it – I wonder if the RSPCA know about this sport. Presentation throughout the game is very good – the weird computer opponents are especially well animated with some humorous touches. The concept of two competitors, kicking things at each other is reminiscent of the old 'Crossfire' board game, but with the added attraction of being able to knock your opponent over. This simple idea makes the game instantly playable and surprisingly addictive, but the lack of a two-player mode lessens the long-term appeal. And with just the two simple sub-games, there's a general lack of variety in gameplay.



▲ **Feed the Faultons by kicking the beloms into their mouths** (C64)



Kicking furry things at each other seems a weird thing to do, but it's great fun for a while at least. All the opponents have different abilities, so you need to change your tactics slightly for each one. Having said that, once a basic strategy is mastered it's too easy to progress through the leagues, the main obstacles being the tricky sub-games. To get to final league, four of the six faultons must be fed, and if you fail you must play in the second league again – especially irritating for C64 tape users, as each opponent must be multiloaded in. Still, if you fancy a light-hearted 'sports' game, this is the funniest one yet.

64

PRESENTATION 67%
The tape multiload is irritating, but each opponent has a full, humorous description.

GRAPHICS 72%
Only two different pitches, but the players are well animated.

SOUND 65%
A good 'medieval' title tune and informative in-game effects.

HOOKABILITY 80%
The amusing gameplay has you in stitches from the first go.

LASTABILITY 60%
The game is a bit too easy and there's no two-player option.

OVERALL 71%

The appeal may not be long-lasting, but the game is great fun until completed.

Amiga

PRESENTATION 80%
Detailed opponent profiles and options to practise the two sub-games.

GRAPHICS 78%
A lack of scenery variety, but the humorous animation of the players is well achieved.

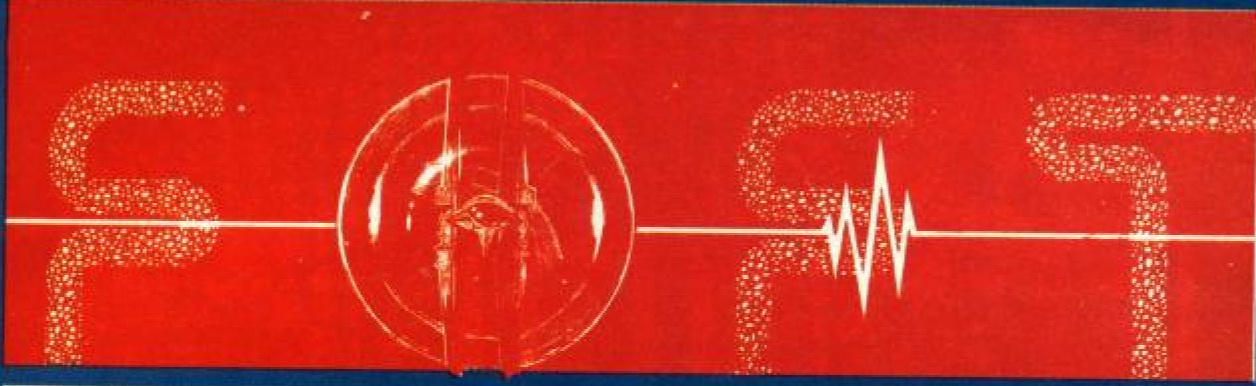
SOUND 81%
The pounding theme tune and jingles really set a good atmosphere.

HOOKABILITY 82%
Easy-to-understand gameplay and plenty of humour provide instant appeal.

LASTABILITY 58%
Not that much of a challenge to complete. A two-player mode would have been welcome.

OVERALL 72%

Lacking the complex gameplay normally associated with 16-bit releases, but undoubtedly the funniest, furriest sports game ever.





FEDERATION OF FREE TRADERS

Gremlin, Amiga £29.99

●Gremlin's stunning Elite beater

Centuries in the future the rule of law is in danger of breaking down, endangering trade. To fight the pirates the Federation of Free Traders is formed by a group of mercenary pilots with, as you soon discover, limited results. You're the proud owner of your late father's Hartley Mark 1 fighter and besides travelling the universe, trading and fighting, you can also undertake special missions for FOFT. To be assigned a mission all you need to is go on the Galnet and ask. There are sixteen different types of mission to undertake, ranging from local area patrols to long-haul search and destroy missions.

In between going to mission destinations it's a good idea to get some trading in. The rewards for wheeling and dealing include more powerful star drives, more cargo, extra weapons, offensive and defensive systems for the ship, and more money.

Well this is most ironic as I reviewed the game on the ST for TGM not so long ago. The one problem of agonisingly slow pace in the ST game has been rectified, bringing the game to life with a depth of play that beats **Elite** into the floor (despite the overall similarity). The ships are wonderful to look at, soaring through space gracefully. The presentation of the game is just so slick it's incredible, and with 20 tunes space faring has never been so good.



Launching from the station, your mission dictates which planet in the galaxy to go to. But with over eight million planets why not explore, skim a planet or two (Virus-style) and check out the better prices on the surface? (Later missions require you to go planet side to rescue people from the surface).

Trading between ships is also possible, and other ships can be communicated with through the local Galnet to strike up deals, exchange information (true or false) and buy or sell illegal goods. A unique feature is the BASIC style language within the game called SIMPLE. During the final docking sequence with space stations, SIMPLE can be used to write your own programs and games (maybe not FOFT 2 though!).

Personally, I admired what the programmer had attempted with the original ST game, but it was severely lacking in some areas, most notably the way the player had to deal with hopeless quantities of enemy ships before arriving at a space station. In the Amiga version, however, this little quirk has been rectified along with a few other discrepancies. While **Elite** is an extremely worthy piece of software, it is my opinion that **FOFT** beats it hands down in terms of 'realism', playability and content. After quite a while lost in the software wilderness, Gremlin have got back on the right track.



PRESENTATION 92%
Poster, audio tape, 20 tunes crammed onto the disk and a wealth of very neat effects and graphic presentation.

GRAPHICS 90%
Good, fast moving space ships (32 types in all) which look solid, each significantly different in style from the last. Neatly executed planet sequence too, but there's no improvement over the ST game visually.

SOUND 80%
The twenty (mostly classical) tunes are a welcome bonus although none of them rise above good in quality – the Benn Dalglish tune sadly nowhere near as good as it is on the audio tape.

HOOKABILITY 91%
Like Elite, the temptation to explore the galaxy is immediately grabbing. . . .

LASTABILITY 98%
. . . and stays that way as you try to explore the incredibly vast universe, undertake an unlimited number of missions and strive to achieve Admiral status.

OVERALL 96%
Better than Elite in all respects.

ZZAP! TEST

SIZZLER

A WICKED

Electric Dreams, Amiga £24.99

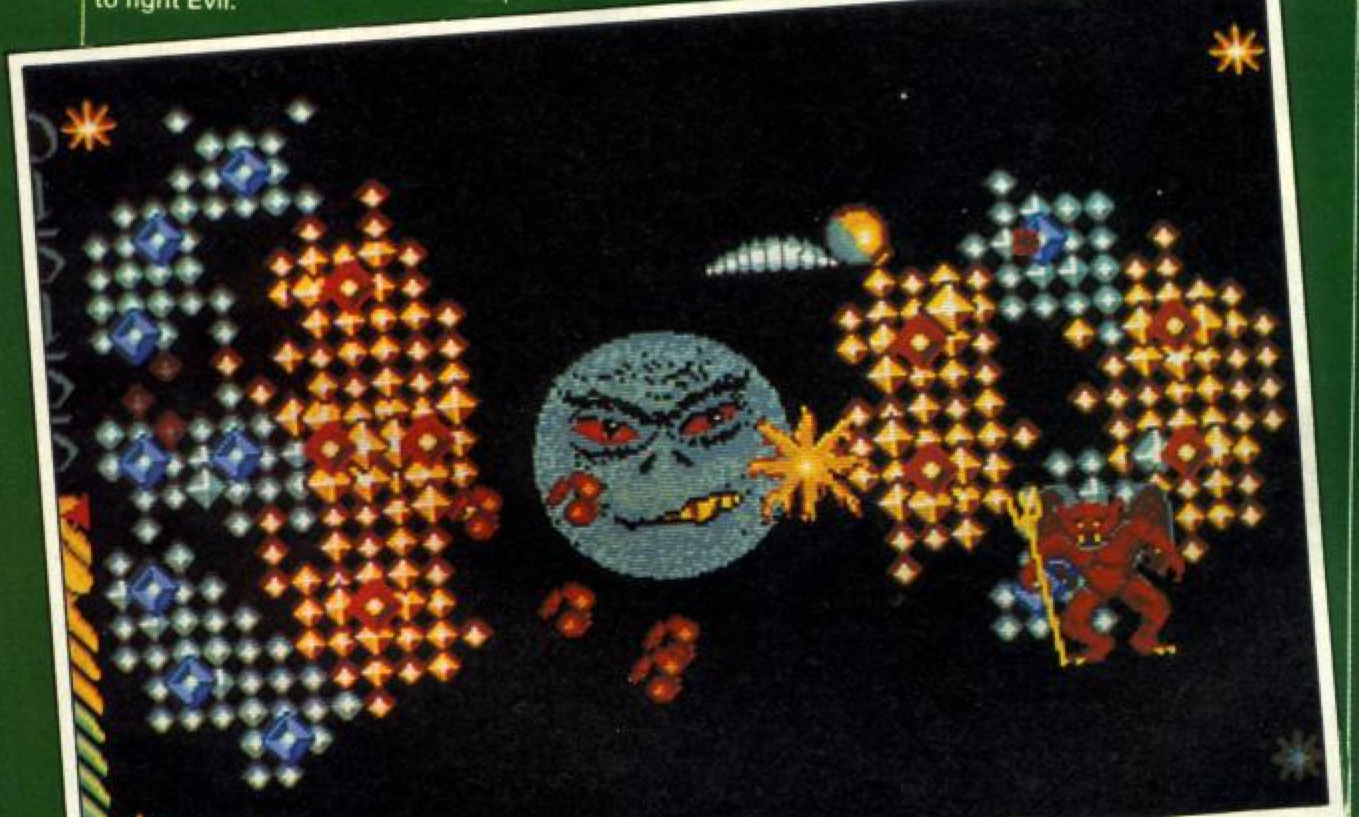
● The most diabolically addictive game yet?



▲ The Sun God face opens to reveal the Death Tarot card

A beautiful, South American Sun God charm was the inspiration for a game which draws on legends from around the world to present the ultimate conflict between Good and Evil. You have been called into the Palace of the Shining Thrones to meet the Lord of Light. You've accepted the ritual of the ring of flame; your wrists and ankles tied by chains to an oaken ring which is set alight – transforming you into a flaming star hurled out into the night sky to fight Evil.

▼ It's night-time and Evil's guardian is invulnerable



The game begins with the bloodshot Eye of Infinity staring out at you from the centre of a ring of astrological signs. The first three signs are green, meaning you can travel to Scorpio, Libra or Virgo to battle evil there. The further around the ring you go, the tougher Evil becomes, and if you complete Virgo then a further three constellations are accessible. Once you select a constellation a map unfurls showing the stars which make it up, click on a star and the first battle begins.

On the left of the battle screen is you, a star, along with yellow growth and portals. On the right is an Evil guardian (such as a triple-headed dragon or the Devil) and Evil growth and portals – which are blue. The aim of the game is to eliminate Evil portals by surrounding them with Good growth. It's portals which create growth, and spores which can be picked up and placed to create more portals. Good growth can only surround Evil portals if all the Evil growth surrounding them is shot away. Evil growth, by contrast can replace good growth relentlessly unless kept in check by being shot.

▼ The Eye Of Infinity stares out of the circle of constellations





First impressions are often misleading which is certainly the case here. Despite some good sampled sound effects and neat graphic touches, presentation isn't state of the art. Similarly gameplay, which at first seems merely to be whizzing around shooting lots of stuff, looks unimpressive. But once you start playing **Wicked** it really comes into its own, becoming fiendishly addictive. Like all classic shoot-'em-ups simply blasting everything in sight won't get you far, you've also got to work out tactics – often subconsciously – to win. On higher levels, for example, it's vital you use the Good spores to go after certain clumps of Evil growth one at a time. Try to take them all on simultaneously and you'll be overwhelmed. **Wicked** may lack the arcade graphics of games like **Forgotten Worlds**, but it offers the superior arcade experience: unbelievable playability, an enthralling mystical atmosphere and unrelenting action. Buy it now!

SURVIVAL SYSTEMS

Tarot cards are the West's most important system of occult, symbolic knowledge. Originating in Medieval times Tarot is made up of 22 trump cards (the Greater Arcana) and 56 other cards (the Lesser Arcana) from which ordinary playing cards are dervived. Like the Chinese *I Ching* Tarot cards are often used for fortune telling.
In Wicked there are eight cards:

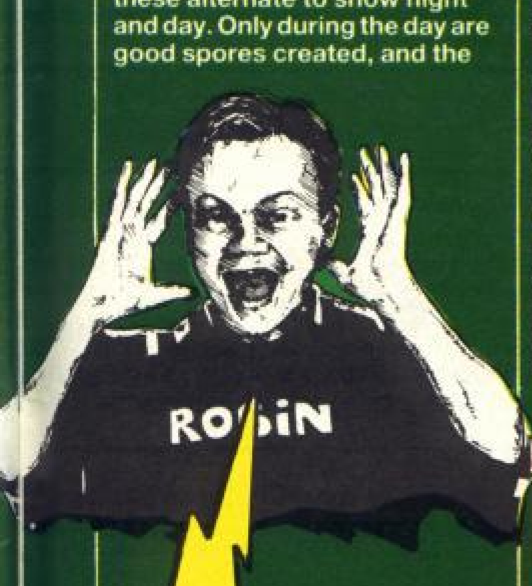
The Sun	Fire in all directions.
The Moon	Attracts Guardian.
The Star	Multiple.
The Lion	Shield.
Tower of Destruction	Increases Evil growth.
Death	Extra life.
Hanged Man	Time limit decreases.
Wheel of Fortune	Good and Evil energy reversed.



▲ Only the brightest stars in the constellation need be conquered to win the level

At the centre of the screen is either a Sun face or the Beast, these alternate to show night and day. Only during the day are good spores created, and the Evil guardian vulnerable to your shots. On the harder constellations the days become very short indeed.

Once every day and night a Tarot card appears on the central face and a crystal flies out – what you get by collecting it depends on the Tarot card. Learning to read the cards is vital if you want to defeat Evil before time runs out. If you find the standard game too difficult, then you can also choose to play either a Tactical or Arcade version.



While the graphics are little more than average with spot effects to match, gameplay is so addictive this is of negligible concern. To match the Tarot atmosphere the music is mean, moody and superb (well, I thought so). The difficulty level is so well crafted you don't notice the tension building up. The pace soon gets ever more frantic as evil spores erupt all over the place with total disregard for my blood pressure (anyone got past Pisces yet?). **Wicked** is well wicked! (Sorry, I had to say it.)

PRESENTATION 92%
Spooky intro tune and a good, animated explanation of the game.
GRAPHICS 85%
Extremely effective, lots of nice touches but overall not superlative use of the Amiga.
SOUND 90%
Church bells when you complete a constellation and ominous 'om' sound FX help establish an eery atmosphere.
HOOKABILITY 92%
Starts off relatively easy, but soon gets tougher.
LASTABILITY 92%
12 constellations plus three different versions of the game make for a substantial challenge.
OVERALL 92%
An incredibly atmospheric, original and extremely playable shoot-'em-up. A classic.

A THE REAL GHOSTBUSTERS™

Activision, Amiga £24.99

New York City is under siege from paranormal pests and once more it's the decidedly low-rent Real Ghostbusters who come to the rescue in their converted ambulance. First stop is the rooftops of the famous Manhattan skyline, after that it's nine more levels of ghoulish mayhem in increasing bizarre environments. Either one or two players can take on the hideous ghosts, and scrolling is multi-directional. You can choose one of several, ghost infested routes to the end-of-level guardian which must be defeated to complete the level.

Your armament is a gun and proton beam. Both can be used to destroy ghosts but only the proton beam can collect the harmless white ghosts which appear when their physical forms are destroyed. If you have 50 ghosts at the end of the level you get an extra life. You can also collect various special objects to give a shield, super bullets and Slimer – the friendly green ghost which will circle around you killing enemy ghosts.



▲ The white ghosts are harmless, the rest aren't



The basic gameplay is potentially good, but spoilt by terrible execution. The graphics are embarrassingly bad, the sound mediocre, and the collision detection decidedly dodgy. In two-player mode the size of the characters, and the fact that they can only move in about half of the screen, makes for even more irritation. I'd hoped for an arcade perfect conversion on the Amiga, sadly this most definitely isn't it.



The Data East coin-op has proved an elusive beast on the UK shores. I wouldn't be surprised if it's hiding in an attempt to disown itself from what must be the worst Amiga coin-op conversion yet (and this from the makers of **Elite**). The graphics are disappointing and very poorly animated. Sound is adequate, but the collision detection is appalling – tempting you to throw your Amiga out the nearest window. Don't! It's just this game. Avoid it and know true happiness.

PRESENTATION 26%
Thoroughly mediocre.
GRAPHICS 23%
An Amstrad CPC could do better.
SOUND 30%
A banal rendition of the famous tune.
HOOKABILITY 24%
Abysmal collision detection, no sense of 3-D and lousy presentation make for immediately frustrating gameplay
LASTABILITY 29%
10 levels, but you're unlikely to want to complete them
OVERALL 26%
A very scarey product indeed.



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(N.B. Certain games require a joystick)

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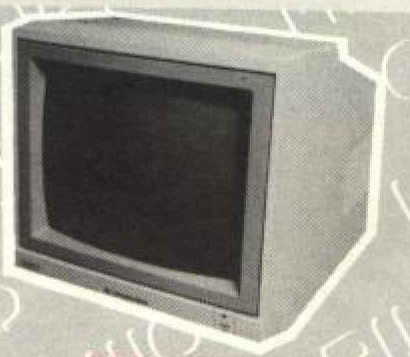
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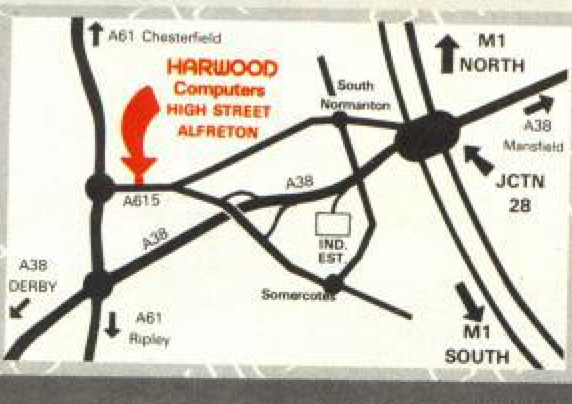
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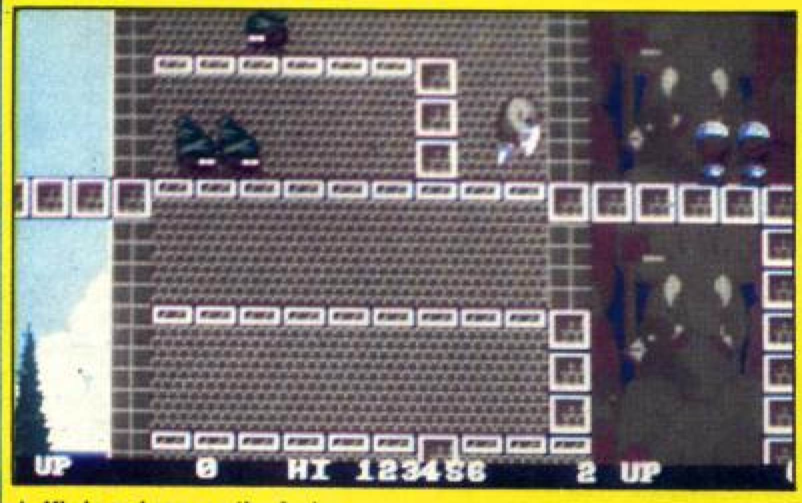
Brought to you by the mystery holiday cottage arsonist

THE NEW ZEALAND STORY! (Ocean)

Ocean, the masters of arcade licensing and good friends of coin-op producers Taito are going flat out to cram kiwis galore into the Amiga and 64 in the crazily named *New Zealand Story*, one of the most playable coin-ops around since the likes of *Bubble Bobble* and that's certainly saying something.

Set in (where else but?) New Zealand, *Story* kicks off with Big Bad Blue, the enraged seal from the North, kidnapping hordes of aimiable kiwis – the bounder! The sole survivor of said kidnapping, a cute fellow by the name of Tiki, seeks revenge by going out to rescue his mates and matesses from each island.

Super Mario Brothers/Giana Sisters playability follows as Tiki hops from ledge to ledge, climbs vertical platforms and avoids often equally cute foes in the multi-way scrolling levels. Tiki is armed with a bow and arrow and can steal hover pads from the enemies, use an aqualung or go up in the world in a hot air balloon. Cats, flying squirrels, snails, wooden dolls and other *Bubble Bobble*-esque types all make a deceptively deadly appearance. The objective? rescue those Kiwis!!



▲ Kiwis go krazy on the Amiga

We've seen the first five levels of the Amiga version and comparisons with the coin-op are immensely favourable (look for yourself will you!). The programming team Choice are on the Amiga case while Richard Palmer (programmer of Ocean games galore including *Platoon* and *Daley Thompson* on the 64) is doing the 64 version. Both versions already look set to be on top coin-op form. Multi-load will inevitably pop up with each level but that's a small price to pay to have such a playable and fun game to while away the hours with.

If you can bear to take on the persona of a yellow featherball himself taking on very sweet creatures, you won't be disappointed – come to think of it this one may well convert a lot of hardened joystick junkies. *The New Zealand Story* is planned for early July, at £24.99 on the Amiga, and £9.99 on 64 cassette, £14.99 disk. Move over Bub and Bob, Tiki is here!

SYSTEM 3

Just far enough from the smog of the Big City (33 mins by Tube to be precise) resides Pinner – home to not a lot bar System 3, one of the top software houses with the 64's well-being at heart. Four titles – *Dominator, Vendetta, Tusker and Myth* are planned.

Dominator is the leader of the pack and isn't a couple of million light years away from *R-Type* in ideas. This time it looks like final curtains for Earth as a massive (we are talking HUGE) voracious space creature is eyeing it for lunch.

The ultimate mission is to get inside the creature and destroy its vital organs before Earth gets gobbled. Shoot-'em-up territory if we're not mistaken.

Scheduled for imminent release on the Amiga and 64, *Dominator* is looking really good. Combining both horizontal and vertically scrolling levels, *Dominator* is one tough son of a space-alien with Dokk-inspired graphics going all the way to capture the atmosphere of inner-space battles. *Fantastic Voyage* was never like this – there are more brains, maggots, honeycombs, organic 'globules' and bloody creatures than you can shake a bottle of plasma at.

The mission begins in one of the vertical biological canals leading to a pulsating heart. In this first section the graphics are beautifully shaded with fangs, alien slime, biological defences and pulsating eyes to destroy.

Dominator subsequently switches to horizontal action and back for a trip through honeycombed food centres, neatly animated pulsating alien growths and oddly, high-tech levels, all superbly detailed (look out for the Frog and the brain). And all this to defeat with nothing more than auto fire guns, front and rear firing lasers, speed ups, drones and smart bombs.

Vendetta follows up *Dominator* with a return to the *Last Ninja* style as a modern day hero sets out to rescue a kidnapped girl from terrorists. The game is set in four regions including a tank depot and the airport. Also included is a 3-D racer screen with the hero driving an

▼ Battling toward the heart of the vertically-scrolling level one in *Dominator*.





▼(l-r) Dokk, Duncan Meecham, Douglas Hare, Stan Schembri, Adrian Cale, Mark Cale and Jason Perkins.



armed Ferrari F40 to the next level. The graphics are slightly improved over *Ninja* and this looks set to be one real good arcade adventure.

Tusker follows in the 3-D style but set in ancient temples, jungles and caves as the Indiana Jones-style hero searches for the fabled Elephant's Graveyard in a last crusade (topical!).

Very little is known about the Christmas release *Myth* other than it's a multi-way scrolling platform action game steeped in mythology with Medusas, Chimeras, skeletons from Hell and other classical creatures to defeat.

The Heart Of The System 3 Team

Name: Stan Schembri (Stan for short).
Age: 23
Job: Very talented programmer (so it says here!).
Track Record: As long as your arm and most of it for Palace (eg *Rim Runner, Cauldron 1 & 2*). Now working on *Vendetta* on the 64.
Quote: "I wouldn't suck it." (Make of that what you will!).

Name: Douglas Hare
Age: 21
Job: Programmer and full time haggis eater
Track Record: Previously programmed Firebird's *IO*, now working on *Vendetta* and conversions to the Konix Slipstream.
Quote: "Anymore and it would be illegal." (!)

Name: Dokk (as he likes to be known)
Age: 20
Job: Graphix and all things sprites.
Track Record: Very familiar indeed to Compunetters with a hell of a lot of artwork on the 'net. Working on the graphics for *Vendetta*.
Quote: "I've got no friends, no friends at all." (Poor lad).

Name: Jason Perkins
Age: 21
Job: Programmer who isn't paid enough (thank you Jason for that description!).
Track Record: A stint at the big boys Commodore, his own small software company Merlin, coder of *Thing On A Spring, Thing Bounces Back, Bounder* etc. Programmer of *Dominator*.
Quote: "Lovely jubbly." (Where have we heard that one before?).

Name: Duncan Meecham
Age: 24
Job: Graphix as well.
Track Record: Relatively green around the gills (or so he decides to tell us) but currently working on *Tusker*.
Quote: "Thanks for the money." (Best quote yet).

Name: Adrian Cale
Age: 22 (nearly 23)
Job: Operations Director
Track Record: No real background in the field but has been a silent body in the company for quite a while. Involved in marketing, presenting, packaging and all things operational to do with the products.
Quote: "No time for dancing, chiefy." (It makes sense when explained, believe us!).

Name: Mark Cale
Age: 25
Job: Managing Director
Track Record: Formerly a photographer in a very fashionable Covent Garden studio, ace arcade/computer games champ, dabbler in programming Atari 800XL games. In command of System 3 and 'knows what he wants' from the games.
Quote: "Only the best will do" or "Have you paid to see my Ferrari?"

▶



▲ Blitz those nasty Nazis in a World War 2 Lancaster semi-simulator from Actual Screenshots. The 'semi' means all that's simulated is the *Tail Gunner* bit (Amiga).



▲ More SSI/AD&D creature action in *Curse Of The Azure Bonds*. That shambling mound reminds me of my shagpile carpet. Coming very soon to your C64.



▲ Neutralise those baddies in the second product from the Tengen package; *Xybots* (Amiga). The first product, *Vindicators*, reviewed next month.



▲ From the makers of the evergreen *Sword Of Sodan* comes *Targhan*, sporting a macho *Rastan*-esque main character and some impressive skeletal lizards (Amiga).



▲ Antics on *High Steel* but with some strange fellow workers around (Amiga).



▲ Is Timothy Dalton really going to quite Bondage after *Licence To Kill*, or is it a Roger Moore-type tactic for more dosh? (Amiga).



▲ More (Amiga) alien annihilation, but a whole *Alien Legion* of them this time from Gainstar.



▲ The old forty-footer hasn't quite got a personal grudge yet (three more *Jaws* films to go until that) but for now Brody, Orca and any passing cruise liner will do for lunch in Screen 7's nearly finished game-of-the-film (Amiga).


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